SCRABBLE CONTEST, P.56

# GAMES

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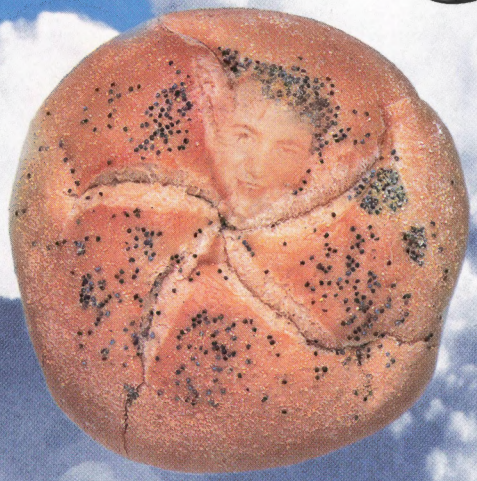

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ANSWERS, PAGE 44

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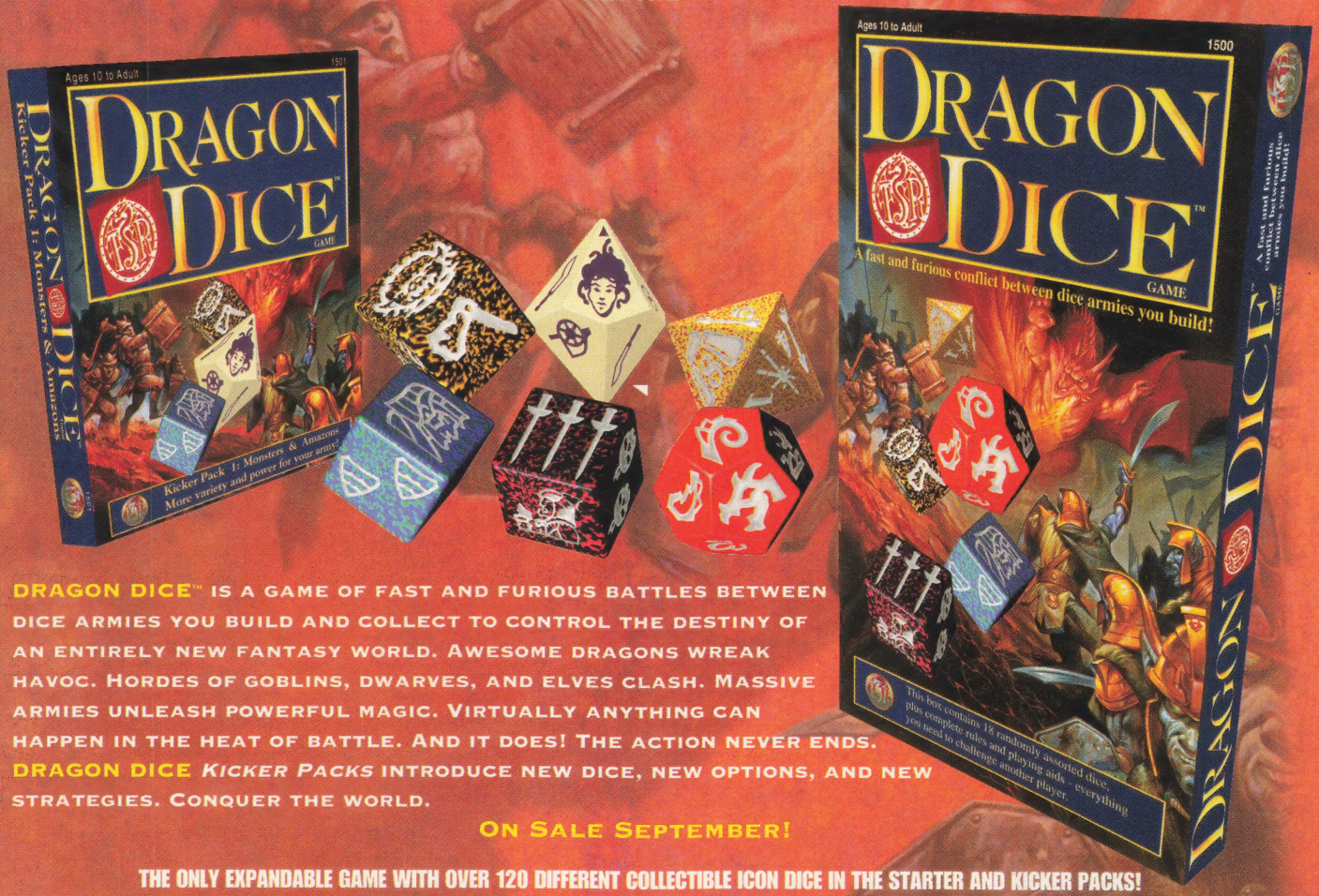
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OCTOBER 1995

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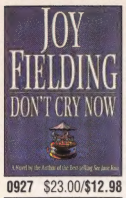

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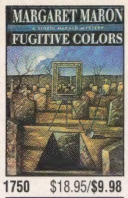

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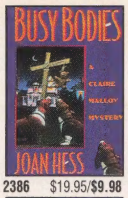

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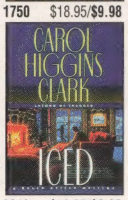

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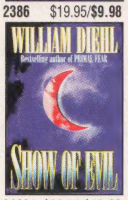

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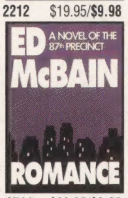

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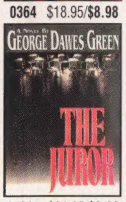

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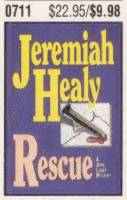

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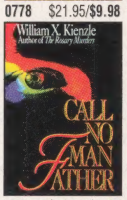

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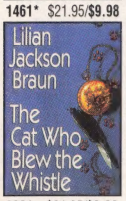

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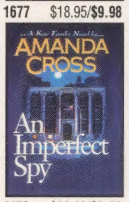

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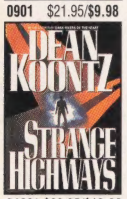

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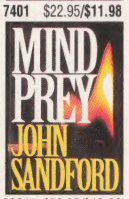

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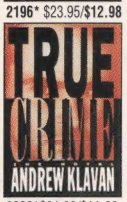

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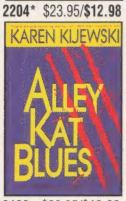

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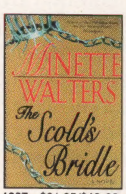

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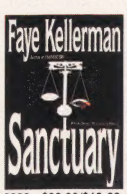

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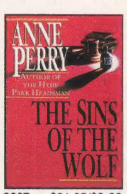

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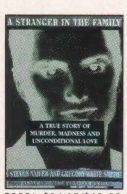

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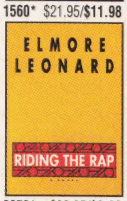

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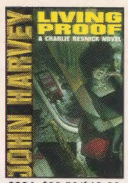

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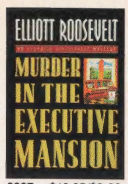

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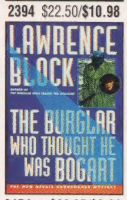

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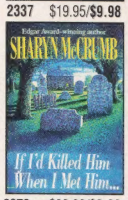

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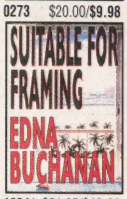

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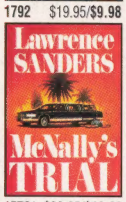

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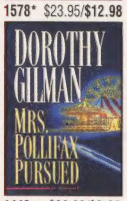

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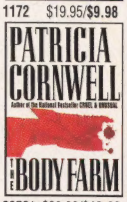

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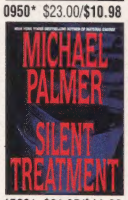

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# LETTERS

## ENVELOPE OF THE MONTH

A GAMES T-shirt goes to Frank Thompson
Largo, FL

## WIN AND DINE

Two years ago when my husband and I first attempted Cartoon Rebuses in the April '93 GAMES, we were stumped. We worked for two months only to leave two unfinished. When rebuses appeared again in February '94, we were determined to complete them all, but we still left one unsolved. In October '94, we set to work again, this time for weeks, only to be stumped again by a food item with 10 letters. I resorted to going through the index of my biggest cookbook. I reveled after discovering PROSCIUTTO. I felt our efforts had not been in vain when we received our prize notification: the coveted GAMES T-shirt. We celebrated over sandwiches complete with the prize-winning ham. However, the day we had to decide which one of us would wear the trophy truly tested the mettle of our marriage. My husband graciously conceded, and I determined we would win another T-shirt for him. When the June '95 issue arrived, we completed the entire set of Cartoon Rebuses (page 32) within four hours. The answers seemed to flow one after the other. It was a victory but also a letdown. Where was the challenge and the agonizing? Were these Cartoon Rebuses easier, or are we better at solving them? Either way, I hope you have some "ornerier" ones waiting for the next contest.

Amy Moon
Lawrenceville, GA

*Answers and winners of the June Cartoon Rebuses can be found in Contest Results on page 66.—Ed.*

## ROWS-COLORED CLASSES

I am a high school math teacher and a fan of your Paint by Numbers. I give copies of these puzzles to my students, who enjoy them very much. Since our school is not blessed with a color photocopier, Color Paint by Numbers can present more of a problem than intended. I usually circle the red numbers so that students can distinguish between the two colors. However, an error on my part led to an interesting variation. After passing out copies of the December '94 Color Paint by Numbers, I realized that I had forgotten to circle numbers in the columns of #5, the wine glass. I first thought it would be impossible to do since I had only the rows to help me with the colors. But I tried anyway and discovered that though it was more difficult, I could still solve the puzzle. For an added challenge next time, I suggest you indicate the colors on just the rows or just the columns.

Pete Roe
Cleveland, TN

*We'll consider that idea for our next batch of Color Paint by Numbers. As for photocopying puzzles, we generally allow teachers to reproduce our work for classroom purposes. However, the proper credit line must be included on every reprinted page. For particulars, contact Rights & Permissions at our New York office.—Ed.*

## ONE FOR ONE

I was pleased to see the FreeCell Project mentioned in Michael Keller's "Big Deal" article on solitaire (June, page 10). The project is now finished, and here are the results: 31,999 of the 32,000 deals available in Microsoft's version of FreeCell are winnable. The last remaining hand, #11982, has eluded solution by 100 volunteers and a FreeCell solving program. It is believed to be impossible. On-line help states: "It is believed (although not proven) that every game is winnable." Perhaps that should now read: "It is believed (although not proven) that *not* every game is winnable."

Dave Ring
FreeCell Project Coordinator
College Station, TX

*For readers who'd like to attempt the impossible, here is hand #11982.—Ed.*

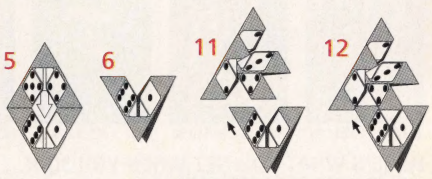
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| ♥A | ♠A | ♥4 | ♣A | ♦2 | ♠6 | ♠10 | ♠J |
| ♦3 | ♥3 | ♠Q | ♣Q | ♠8 | ♥7 | ♦A | ♠K |
| ♦K | ♥6 | ♠5 | ♦4 | ♥9 | ♥J | ♠9 | ♣3 |
| ♣J | ♦5 | ♣5 | ♣8 | ♦9 | ♦10 | ♥K | ♣7 |
| ♣6 | ♣2 | ♥10 | ♥Q | ♦6 | ♣10 | ♣4 | ♠7 |
| ♦J | ♦7 | ♥8 | ♠9 | ♥2 | ♦Q | ♣4 | ♥5 |
| ♠K | ♦8 | ♠2 | ♠3 | | | | |

## LAUNDRY

*If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.*

•**Getting Down to Business** (June, page 50). Linda and Bruce Cervon of San Buenaventura, California, wrote that our reference to Kellogg's Rice Krispies characters Snap, Crackle, and Pop as having been introduced in 1941 is wrong (answer #5 under "Trademark Timeline"). According to the Cervons, "In 1933, Kellogg's commissioned Vernon Grant, a popular children's artist of the day, to utilize his elves to advertise Rice Krispies. He created 'Mr. Snap, Mr. Crackle, and Mr. Pop.' These characters were used in print ads and later during the same year as cutout toys on the backs of Rice Krispies packages." We checked with Kellogg's, who told us Snap first appeared—alone, interestingly enough—in 1933; Crackle and Pop were added later. Our original source, Hal Morgan's *Symbols of America*, gave the 1941 date.

•**Die Hard** (August, page 20). In our answer, steps 5, 6, 11, and 12 displayed the six on the die in the right place but in the wrong orientation. This was first brought to our attention by coworkers Joe Sankey and Karen Horvath of Cortland, Ohio. The correction is shown below.




## EUREKA

*Eureka is the department dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.*

•**Input/Output** (June, page 44). Teresa Howland of DeKalb, Illinois, came up with an alternative solution to set #15. She said the output is the total of the number of E's and the number of letters adjacent to the E's in the input. Using this rule, the answers to PUZZLE and LULLABY are 2 and 0, respectively.

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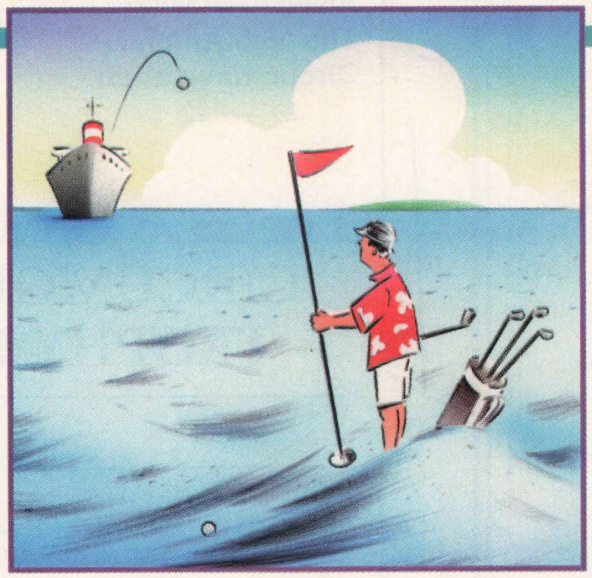
# GAMEBITS

edited by mark danna

## "FORE!" AND AFT



Some lucky cruise ship passengers now have a new course to try between meals. It's the world's first floating 18-hole miniature golf course, and it can be found aboard *Legend of the Seas*, a new ship of Royal Caribbean Cruises.

Atop the third-highest deck, this course plays to a challenging par 44, even without windmills or rough seas. Its all-weather plastic playing surfaces are of different lengths and textures: Fairways and greens are short-cropped, roughs are two-inch-high blades of "grass," and sand traps are white-painted hollows. Decorative touches include real flowers, rocks, and a small creek and waterfall. The only potential water hazard is the ocean—and that's reachable only with an ill-advised whack in the wrong direction.

Most holes are straight—the longest is 32 feet—but there are some wicked doglegs. And you can't cut corners by banking off the bumpboards because there aren't any. This can make finding the next hole a bit of a puzzle.

It's easy to play a round at sea just about any time of day or night. Halogen lights illuminate evening play, glass baffles block the wind, and a glass dome, normally covering the aft swimming pool, can slide over to shelter the course. A mini-clubhouse provides putters, golf balls, and even tee times.

The course is already a big draw. More than 1,200 rounds, at $4 each, were played last May during the ship's 11-day maiden voyage. Lynn Mitchell, a cruise administrator, said, "The course fosters socializing. People play against their cabin mates, table mates, even strangers. And they play over and over."

Besides motivating mingling, the course invites improvisation. This reporter scored an ace on the par-2 17th with a bank shot off a halogen light ... a pole in one! ■ —Fred. W. Wright Jr.

## PUZZLES WITH A "PASSION"

The audience wouldn't sit still for Stephen Sondheim's latest production last May. But nobody expected them to. The acclaimed Broadway composer and lyricist was conducting a puzzle treasure hunt to benefit the Millay Colony for the Arts, and audience participation was part of the show.

About 100 people attended the black-tie affair at New York City's Town Club. Guests, including such celebrities as Dick Cavett and Roscoe Lee Browne, were organized into seven- or eight-member teams. Each team was given a packet of 14 original word puzzles by Sondheim, and the solution to each puzzle was a spelled-out number.

Posted around the club's six floors were dozens of numbered lines from poems by Edna St. Vincent Millay. When a team solved a puzzle, one of the group would race around the building to find the corresponding number and copy down the adjacent line of verse. The resulting 14-line "poem" constituted a 15th puzzle, leading to the treasure.

The puzzles were varied, ingenious, and sometimes highly deceptive, as in: "What number do you get when you dial it on the telephone?" The answer was 48—because the letters I and T ("it" in the question) are represented by 4 and 8 on a telephone dial.

As a final solving hint, Sondheim again quoted Millay: "My candle burns at both ends...." Reading in turn the first and last letters of the 14 lines of verse revealed a message directing teams to a locker room, where champagne, dining certificates, and books of Sondheim's most recent Broadway show, *Passion*, awaited the winners. ■ —Will Shortz

## CHESS CLOCK

It's a frenzied time in the world of chess, with no fewer than three world championship matches expected in the next 16 months.

In September, 10-year reigning world champion Garry Kasparov of Russia will be challenged by Indian grandmaster Viswanathan Anand in a 20-game match in New York City. Sponsored by Intel Corporation, the match will crown the fledgling Professional Chess Association's 30-month effort to take over the world championship and candidates elimination cycle from the International Chess Federation (FIDE), which has controlled it since 1948. In 1993, Kasparov and his then-challenger, England's Nigel Short, broke with FIDE and formed the PCA to organize their match. FIDE retaliated by running a rival contest between former champion Anatoly Karpov of Russia and Jan Timman of the Netherlands, which Karpov won handily.

Anand earned the right to face Kasparov for the $1.5 million prize fund by besting American Gata Kamsky earlier this year. In the parallel FIDE cycle, Kamsky crushed several opponents to become the first U.S. player to challenge for a world championship since Bobby Fischer defeated Boris Spassky in 1972. Kamsky will face Karpov, but as of June no sponsor, site, or date for their match had been announced. Plans also call for the winner of Kasparov-Anand to meet the winner of Karpov-Kamsky in 1996 for a "reunification match" that would end the two-champions interregnum.

In addition, IBM's long-awaited Deep Blue computer, which can analyze hundreds of millions of chess positions per second, is slated to play a six-game match with Kasparov next February in Philadelphia. The winner will receive four-fifths of a $500,000 purse—by far the largest ever offered for a man-versus-machine event. Privately, Kasparov has said that he expects to make some easy money, the only kind of check a chess player likes to receive. ■ —Christopher Chabris



GOLF ILLUSTRATION BY MIN JAE HONG; TELEPHONE ILLUSTRATION BY VICTORIA KANN

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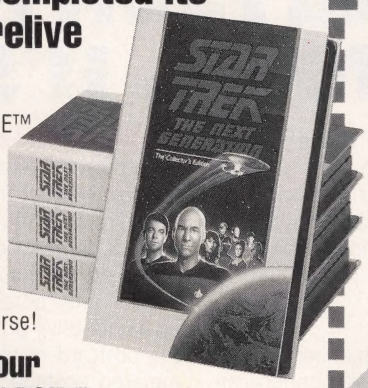


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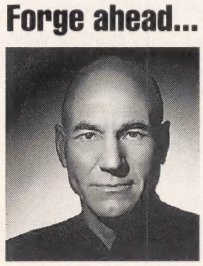

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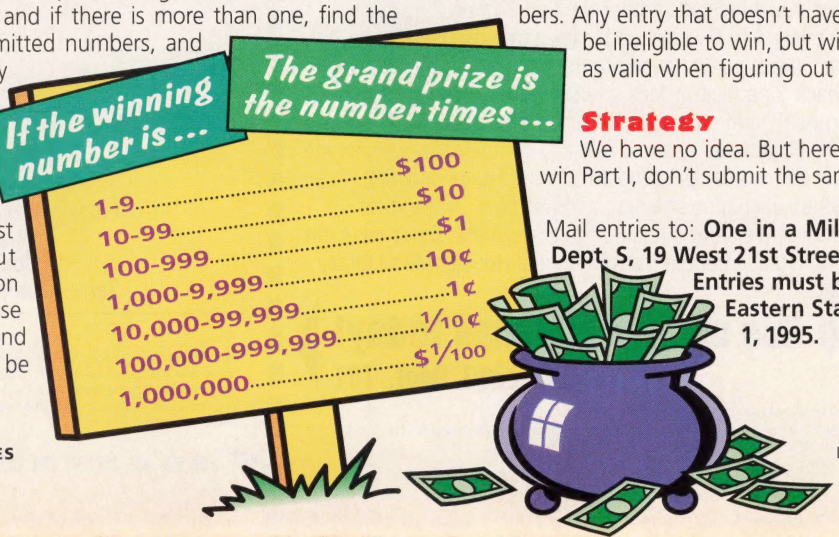
This contest has two parts. By sending us a single whole number from 1 to 1,000,000, you automatically enter both parts at once. The object of Part I is to submit the lowest number that isn't submitted by anyone else. For Part II, you are trying to come closest, without going over, to the average (that is, the arithmetic mean) of all the submitted entries.

## Winning

The person who submits the lowest nonduplicated number will win the grand prize in Part I. Those with the next five lowest nonduplicated numbers will win GAMES T-shirts. The person who comes closest to the average number submitted without going over will win the grand prize in Part II. Those with the next five closest numbers without going over will win GAMES T-shirts. The grand prize is calculated separately for each of the two parts using the chart below. If, for example, the winning number is 8, then the prize would be $800. The number 61,231 would win you $612.31, while if you win with 159,227 you'd get $159.23 (all fractional cents will be rounded up).

## In Case of Ties

For Part I, in the *extremely* unlikely event that every submitted number is submitted more than once, we will figure out which numbers were submitted the least, and if there is more than one, find the lowest of those least-submitted numbers, and split the grand prize money among the entries that submitted that number. Runner-up ties will be broken by random draw. For Part II, if the number that comes closest to the average without going over is submitted on more than one entry, those entrants will split the grand prize. Runner-up ties will be broken by random draw.




## How to Enter

On a postcard or back of an envelope, write a whole number from 1 to 1,000,000 and underline it. Also include your name and address. To be valid, the entry must (i) be delivered by the United States Postal Service, with postage having been paid by an adhesive postage stamp affixed to the postcard or envelope (rather than by metered postage or government franking privileges); (ii) have a single whole number from 1 to 1,000,000 written legibly on it; and (iii) arrive no later than 5:00 P.M., Eastern Standard Time, November 1, 1995. You may enter more than once, but each entry must be mailed separately.

**2 Grand Prizes**
(1 for each part)
See chart below
**10 Runner-Up Prizes**
(5 for each part)
A GAMES T-shirt

## Invalid Entries

Any entry that breaks one of the three rules above will be invalid. That means, for example, that an envelope that has a number inside instead of on the back will be considered invalid. Also invalid are entries that have numbers that include fractions or decimals. Invalid entries will not be considered when calculating the winning numbers. Any entry that doesn't have a name and address will be ineligible to win, but will nonetheless be counted as valid when figuring out the winning numbers.

## Strategy

We have no idea. But here's a tip: If you're trying to win Part I, don't submit the same number twice.

Mail entries to: **One in a Million, GAMES Magazine, Dept. S, 19 West 21st Street, New York, NY 10010. Entries must be received by 5:00 P.M., Eastern Standard Time, November 1, 1995.**

—Peter Gordon

GAMES

ILLUSTRATION BY LOU BROOKS

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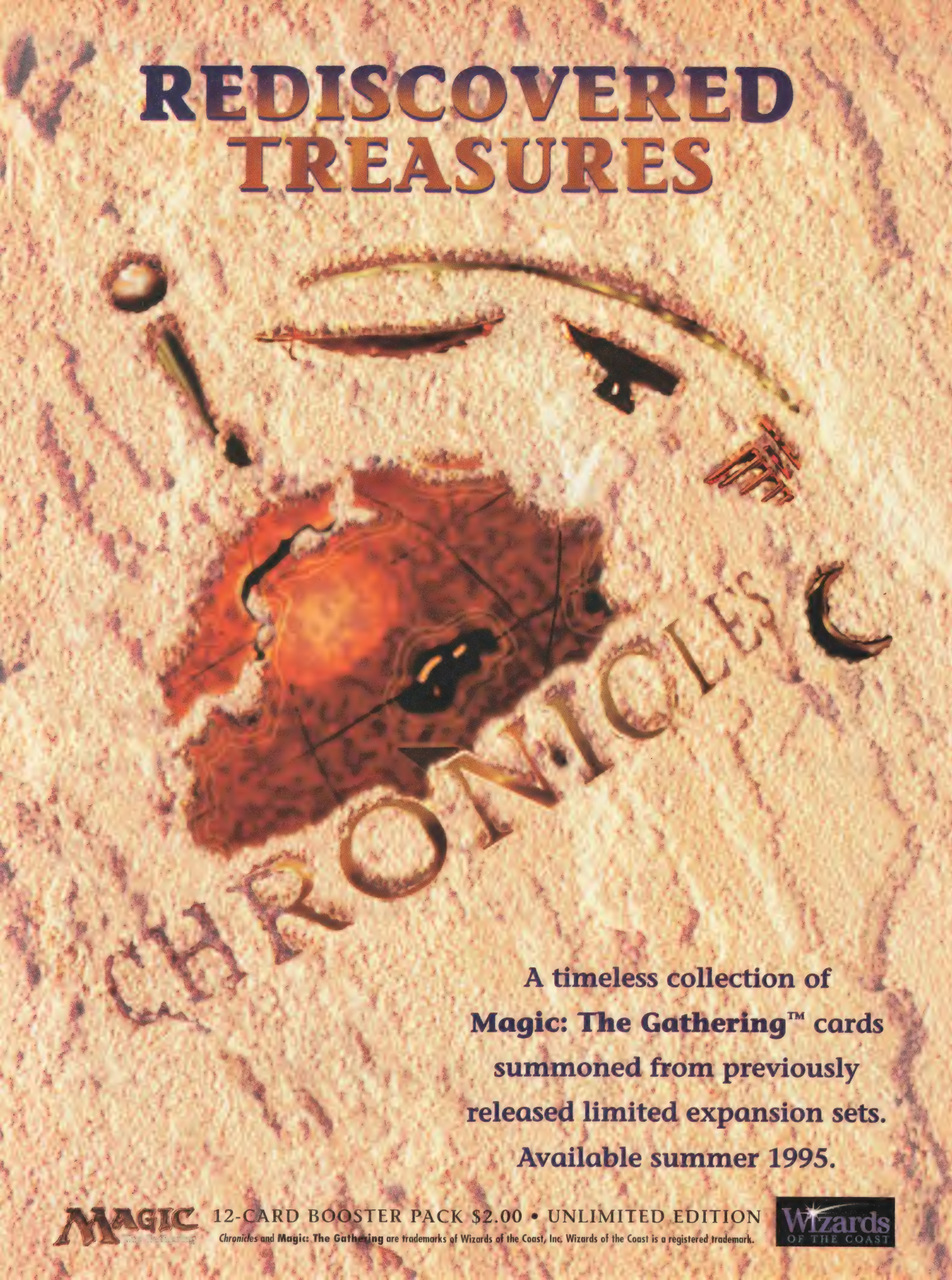


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# THAT OLD GANG OF MINE

by al b. perlman

★★ I'll never understand how time can galumph by so fast, but my high school class had a reunion commemorating the 25th (yipe!) anniversary of our graduation which took place back in 1970, and I was there. At first, I didn't want to go on account of I'm still embarrassed over the time that Old Lady Stalkenflumer, the physiology teacher, yanked me by the ear down to the principal's office when she caught me counting my ribs during the midterm exam. However, Rhoda—she's the married woman I live with—decided it would be nice if I went, mainly since she could imagine nothing more delightful than a couple of days of not having to look at me schlumping around the house like some indolent slob.

Well, I'm glad I finally decided to go on account of I had me a real swell get-together with some of the gang I used to bum around with. We had a grand time lying to each other about how we all looked exactly the same as we did in high school, except that one woman said she never would have recognized me if it hadn't been for that necktie with all the soup stains.

I'd like to tell you about the five men and five women I was especially happy to get reacquainted with after a quarter of a century of no see. Their names are **Abigail** ... **Ben** ... **Charlie** ... **Dinah** ... **Eddie** ... **Frieda** ... **George** ... **Helen** ... **Inez** ... and **Jonathan**. All of the names are typical for their sex. Their last names are (not respectively, natch) **Zabahba** ... **Yeauyeau** ... **Xuxux**... **Wigglewaggle** ... **Vavavoom** ... **Uglypuss** ... **Tittletattle** ... **Scrooluce** ... **Rubbadubdub** ... and **Quagmire**.

They all now live a long way away from the town where we grew up together. They came to the reunion from such faraway places as **Alaska** ... **Australia** ... **California** ... **Canada** ... **England** ... **Florida** ... **Maine** ... **Mexico** ... **New York** ... and **Washington State**.

Now, unlike me (sob!), these 10 individuals were blessed with great leadership qualities, as well as talent. Here are the accomplishments that made them standout members of our class: **strummed first washboard in the school orchestra** ... **had title role in drama society's presentation of "Night of the Iguana"** ... **president of the Origami Club** (until it folded) ... **#1 jerk on the male/female tug of war team** ... **secretary of the Mucilage Admiration Society** ... **commandant of the Task Force to Stamp Out Evil Cerebrals** ... **originator of the Bring-a-Goat-to-School Day** ... **recipient of special citation for decorating the john seats in the faculty lounge** ... **first runner-up in the statewide tobacco spitting competition** ... **and chair of the school's chapter of the Flat Earth Society**.

Well, since that day in 1970 when we were handed our diplomas, all 10 have risen to the very heights of their respective professions, which are **aggravation dispenser** ... **bushwhacker** ... **couch potato** ... **Doppelgänger** ... **expletive deleter** ... **flimflam artist** ... **guttersnipe** ... **hog caller** ... **impedimentalist** ... and **job hopper**.

Here, as you jolly well expected, are the facts to help you ascertain their full names ... where they presently reside ... what they achieved in high school ... and what their present professions are.

ANSWER, PAGE 44

## CLUES

**1.** The individual who so valiantly led the fight to stamp out Evil Cerebrals and the couch potato are of the same sex. One now lives in the country directly north of the continental U.S. and the other in the country directly south.

**2.** The surnames Yeauyeau and Rubbadubdub belong to classmates of the opposite sex. One of them used to chair the Flat Earth Society and the other is the bushwhacker.

**3.** Eddie Zabahba, the flimflam artist, and the origami devotee (a male) all reside in the continental U.S. One of these distinguished individuals decorated the john seats in the faculty lounge.

**4.** Of the three individuals now making their home along the Atlantic coast of the U.S., one is Jonathan, the second is the expletive deleter, and the third is the person who inspired everybody in both junior and senior high to observe Bring-a-Goat-to-School Day.

**5.** The person now living in Alaska and the one in Australia are of the same sex. One was the #1 jerk on the tug of war team and the other is now the aggravation dispenser. What's more, one is surnamed Xuxux and the other is Mr. or Ms. Scrooluce.

**6.** Jonathan does not make his home in New York, but he lives well to the north of the expletive deleter, who doesn't reside in New York either.

**7.** The flimflam artist presided over the Flat Earth Society.

**8.** Eddie lives as far away from the expletive deleter (whose last name is either Scrooluce or Quagmire) as can be while still remaining in the continental U.S.

**9.** The flimflam artist's first name is George, and he resides in either California or England.

**10.** Ben and Charlie both reside in the continental U.S. One of them brought glory to our beloved high school by his fine performance in the tobacco spitting contest, and the other is a guttersnipe.

**11.** Ms. Yeauyeau, who hopes to make her first visit to Canada some day, remembers with glory her days as commandant of the task force to stamp out Evil Cerebrals.

**12.** Mr. or Ms. Scrooluce lives in the northern hemisphere. He or she never represented our high school on the tug of war team.

**13.** Abigail, who now resides either in California or Australia, is either the job hopper or the flimflam artist.

**14.** The impedimentalist now lives in Washington State, while the guttersnipe, whose surname is either Rubbadubdub or Uglypuss, has never traveled to the West Coast.

**15.** Dinah, who makes her home in either Maine or Canada, played the title role in "Night of the Iguana." Her last name is either Wigglewaggle or Scrooluce.

**16.** Inez, who has never been to Europe or north of Montana, either played on the tug of war team or headed up the anti–Evil Cerebral movement.

**17.** Ben, who is either the guttersnipe or the couch potato, is surnamed either Uglypuss or Yeauyeau.

**18.** Frieda, whose surname is either Scrooluce or Xuxux, was either the secretary of the Mucilage Admiration Society or the tobacco spitting competition runner-up.

**19.** The head of the Origami Club either became the couch potato or the Doppelgänger, and bears the surname of either Yeauyeau or Tittletattle. This individual is eager to see Europe someday.



ILLUSTRATION BY ROBERT DEMICHIELL

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*this is your first clue*

*the rest is up to you*

# Where

**AT MARVIN'S, ANTIQUE MECHANICAL MACHINES AND MODERN ARCADE GAMES MAKE A MARVELOUS MIX.**

BY NEIL STEINBERG

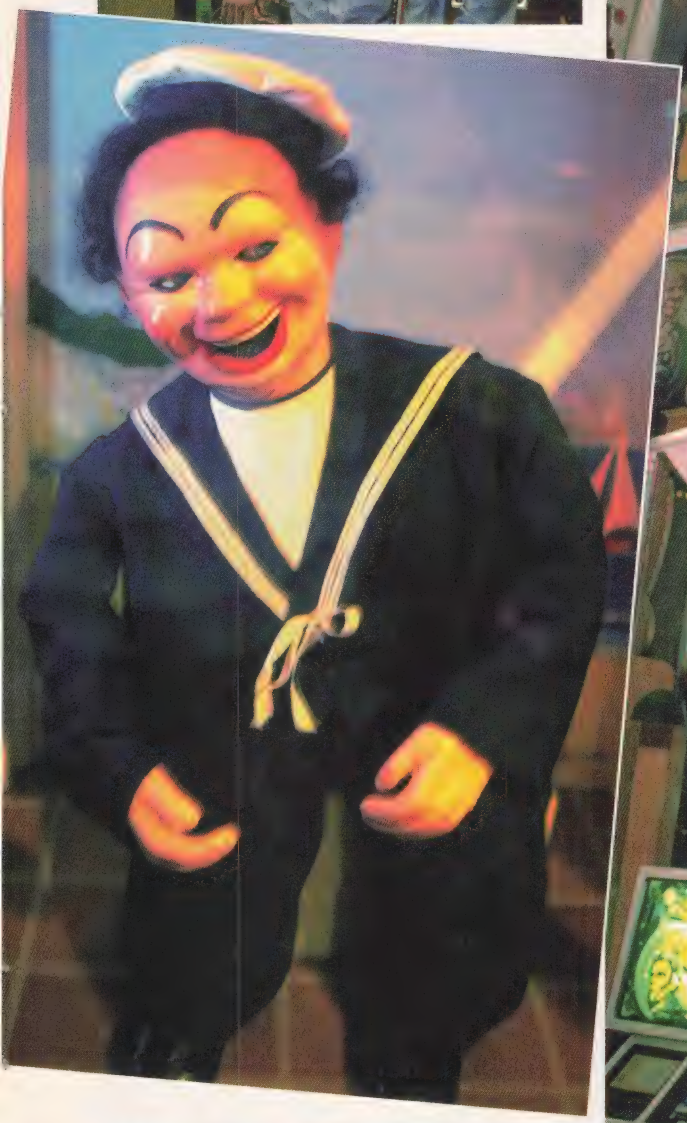
Nestled in a nondescript mall in a suburb of Detroit is a place of wonder, made all the more extraordinary precisely because it is in such an ordinary setting, tucked among the same shoreline of stores and facing the same sea of parking found at malls across the country from Seattle to Miami.

Incredible, but there it is, hidden between the discount drugstore and the Borders bookstore: Marvin's Marvelous Mechanical Museum, heralded by a heart-stopping neon sign and a huge clock that, fittingly enough for a place dedicated to both frivolity and the past, runs backward.

Marvin's Marvelous Mechanical Museum is as cluttered and fantastic as its name suggests, a single flashing, whirring room, filled floor to ceiling with arcade games, from the latest version of Mortal Kombat to antique novelty devices—fortunetellers, automata, personality readers, hand-cranked Mutoscopes (which flip a series of pictures to give the illusion of motion). Many are made of polished oak and shining nickel, and were plucked from warehouses or from one of the quickly vanishing midways and boardwalks.

In addition to the games, the place is jammed with odd objects. The ceiling is almost beyond description. There are giant banners from old magic acts, such as "Ask Alexander: The Man Who Knows." Scores of glowing neon signs. A pair of enormous overalls. Fifty models of vintage airplanes moving along a metal track. Dozens of antique fans, polished brightly and reconditioned to whirling perfection. Add to that clocks, flags, advertisements, and lots of aphorisms attributed to the owner, Marvin Yagoda, a portly man who does

# Time Runs Backward



MARVIN YAGODA, TOP, REIGNS OVER A KINGDOM THAT INCLUDES THE MANIACAL LAUGHING SAILOR, ABOVE. OLD-TIME POSTERS AND MACHINES ARE CASUALLY JUXTAPOSED WITH THE LATEST PINBALL AND ARCADE GAMES.

PHOTOGRAPHS BY ALLEN LESIG

not believe in mentioning his name 100 times when he can make it 101. Marvin's is not only a tribute to the arcade game, it is a tribute to Marvin.

He leads an impromptu tour through the noisy room filled with knots of kids. A pharmacist by profession, Marvin began collecting the machines for his own pleasure and quickly realized his hobby could be turned into a profitable business.

"Lots of action, lots of movement," says Marvin, pausing to scoop up stray wrappers and soda cups as he strides around the room. "People enjoy it. Look at the faces."

The modern videogames get the most use, drawing a constant crowd of kids who happily blast and hack away, but Marvin's heart is obviously with the games of the past. Many of the old machines have a purpose no longer seen in coin games today: They are not designed to be played so much as to provide a quick scare.

Marvin shows off the Nerve O Meter, a machine that, at first glance, is just an empty black cage except for a dirty dog dish and a heavy leash lying on a floor covered with wood chips. "Put your hand in the cage and hold the button and don't let go," he says, pointing out a big red lighted button right under an ominous metal trapdoor. "Danger," the sign reads. The trick is to hold the button as long as you can, while a series of progressing lights reflects better and better on your courage. If you let go, the game ends.

At first you hear a low, menacing barking, as if from some very unhappy beast. Then the trapdoor flies open, revealing the massive head of a red-eyed dog that lunges out and, finally, drips "saliva" (water, one hopes) on your hand. Then you win and a message—"Congratulations; you've defeated the dog!"—is played, though it takes most people several tries to get to that point.

In a similar vein is the slyly named Great Chopandof. The machine features a Muppet-like magician with Ping-Pong-ball eyes, holding a blood-soaked blade over the wrist of a brass glove. You slip a hand into the glove, wiggling your fingers to check that your hand is inside. Spend your quarter, and the magician drops the blade ... through your wrist, apparently. It isn't quite as scary as the fierce dog, but it's still a neat trick—you hardly see the rods controlling the chunky glove, which your hand is actually just below.

Some of the old machines are scary without needing to threaten bodily harm: They are really a sort of coin-operated freak show. In a narrow aisle off to one side is a tall glass case containing a cylindrical red curtain. Atop the box, a single word, "Incredible," almost compels you to drop in your quarter. (Once it would have been a penny. Inflation!) A light clicks on. The curtain flies back to reveal a rotating two-headed baby. A girl. That it is made of plaster only dims the shock slightly. The figure seems a disquieting wink from the callous past, delivered into our more sensitive present.

**Spend your quarter, and the magician drops his blade ... right through your wrist.**

Perhaps the most disturbing machine is the Laughing Sailor—just a doll, really, a big ventriloquist's doll in a sailor's uniform sitting on a box. Drop your quarter in and the doll delivers half a minute of maniacal laughter, jiggling and rocking side to side on the box as it howls. Simple, really. But there is something evil about the eyes of the doll, the tone of the laugh. It is easy to imagine that the doll will burst out of its case, follow you home at night, and kill you, still laughing that same laugh.

While the macabre definitely dominates at Marvin's, from several tableaux showing the horrors of drunkenness (darting skeletons, serpents, and devils, apparently) to the gore of the Spanish Inquisition, there is also an occasional oasis of sweetness. Across from the sailor, as if provided as a balm, are Wally and Wanda, the Polka Babies, a charming pair of little puppets that, true to the machine's word, begin dancing a furious polka to blaring oompah music at the drop of a coin. Something about their dance—the soft sound of the rag feet thumping on the real wood floor, perhaps—is very endearing. One adult plays it three times.

The place is so cluttered that you can be there for two hours and not notice the World's Largest Pencil, a five-foot-tall No. 2 hanging from the ceiling above the little, nine-table cafeteria area, which serves up hot dogs, pizza, ice cream bars, cotton candy, and popcorn—the five basic food groups of childhood. Marvin's tutti-frutti caramel corn is a wonder of the art form.

Marvin's also has a Cardiff Giant—not *the* Cardiff Giant, which was originally "discovered" on a farm in New York in 1869, passed off as the petrified body of a 10-foot-tall man, and displayed at fairs. That one resides in the New York State Historical Society's Farmers' Museum in Cooperstown, New York. Marvin's Cardiff Giant is a "hoax of a hoax," he explains, constructed by P.T. Barnum, who was

MANY OF THE OLDER ATTRACTIONS ARE ALL ABOUT GIVING THE PAYING CUSTOMER A QUICK, OFTEN SCARY, THRILL.

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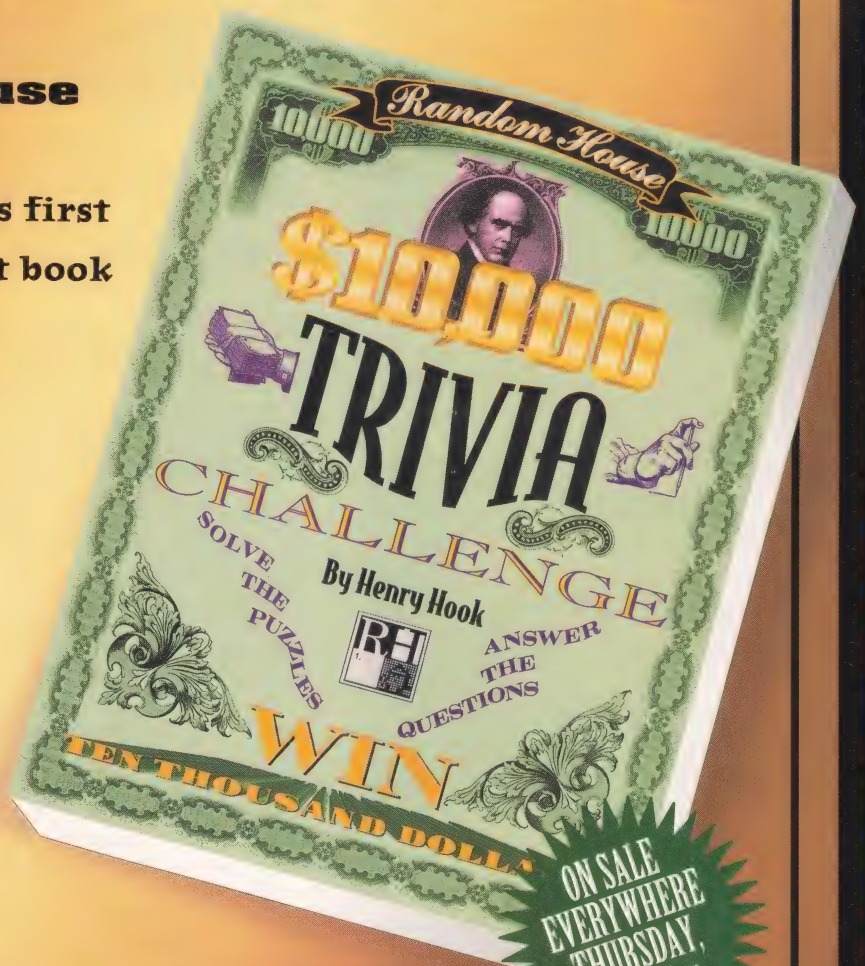


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Here's how it works. The answer to each puzzle reveals a trivia question. Solve all the puzzles, answer all the questions, then follow the instructions in the Official Rules that appear inside the book, and you're on your way to winning $10,000!

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TIMES BOOKS

MACHINES THAT AREN'T OUT TO SCARE YOU MIGHT GIVE YOU A RIDE, LET YOU PLAY BALL, OR JUST PERFORM A DANCE FOR YOUR PLEASURE.

envious of the crowds gathering to view the giant. Barnum's Cardiff Giant was so popular with circus-goers that they flocked to see it even after its double falsity was exposed.

One machine invites you to experience "the thrill of the electric current," a mild tingle you must bravely endure until a warrior spears a dragon, a bell rings, and you win. Either the current has been toned down to modern standards, or our forebears had a horror of shocks. (It might be the latter, considering the many games that, like the Kiss-O-Meter, promise "No electricity.")

Different areas of Marvin's draw a different clientele. Guys in business suits on their lunch breaks seem to prefer pinball. Teens cluster at the latest videogames. And young children congregate at the kiddie rides—an impressive ensemble of bright fiberglass choo-choos and helicopters and ponies, all apparently salvaged from a defunct Chuck E. Cheese pizzeria.

Just as pinball machines are built thematically around popular movies today, so games of the past were tied to current events. One of the most fascinating, complex, and fun to play in Marvin's is a game called 1937 World Series, made by Chicago's famous Rock-O-La Company, later known for jukeboxes.

The game is your basic ball-bearing baseball game, where the player operates a bat and tries to slug a metal ball into a certain slot to earn hits and runs. But the beauty is in the details. There are seven men on the well-worn, green-and-gold field, each in an expectant crouch. They shift defensively as the bat is swung, ready to knock the ball into holes in front of them that read "Out to Appling," "Out to Gehringer," "Out to Medwick" (none of whom, as it happens, actually played in the '37 Series).

Behind the pitcher—not a human figure but a little scoop—stands an umpire. The ball bearing is served out of the ump's chest, goes into the scoop, and is flung toward the batter. If the batter misses or hits a foul, the umpire's little metal arm shoots out to call a strike, and, after being played, the ball bearings line up in little windows to record hits, runs, outs, and the like.

The games are casually juxtaposed. Next to the 1937 World Series is its great-grandson, Alien vs. Predator, a 1992 videogame inviting you to blow away dripping, hopping creatures. How times have changed!

Some machines are not quite what they promise. "Famous paintings on pin heads" sounds intriguing, and advertises views of Evita Perón and the San Francisco Church of Quito, Ecuador. A dime later, you find yourself gazing at a 1923 Ford Roadster painted on a grain of rice. Not bad, but not Evita Perón, either.

Some games are, to put it bluntly, ripoffs. You drop a dime into Shake With Uncle Sam (pictured on page 12) to no effect. He doesn't tell you if you are a tax cheat, a cold fish, a patriot, hot stuff, or any other of the options. Then again, given the theme, maybe that's the idea—a subtle game indeed.

No matter how long a person lingers at Marvin's, there are always new things to be noticed. The Swiss cable car gamely working its way back and forth over the doorway. The pair of legs hanging from a skylight, high above. At the ends of the legs, a pair of red high heels—a tribute to the age-old entertainment dictum of tacking on a little gratuitous sex appeal, wherever possible. Several of the games urge you to view something alive and naked, then show you a colony of ants—plastic ants now, but at one time real ants, kept alive on syrup.

**Several games urge you to view something alive and naked—then show you ants.**

A birthday party injects a dozen 5-year-olds into Marvin's; the single-digits seem to be the age bracket most agog at the place. If the children are young, just being in Marvin's is pleasure enough.

Patrons who stop by just to gawk (there is no admission charge) must be numerous, as Marvin has installed a final little tableau at the door on the way out. The last thing you see is an impressive set of electrical meters. A sign invites you to "Watch the meters whirl." Nearby is a little coin box. "For those of you who didn't spend any money, please leave a donation for the electric bill," reads the sign. On closer inspection, however, you see the meters aren't moving—they aren't hooked up.

That Marvin—like his hero, P.T. Barnum, he doesn't miss a trick. ■

*Neil Steinberg, a reporter with the* Chicago Sun-Times, *is the author of* Complete & Utter Failure.



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# The UNIVERSAL REMOTE

PUZZLE BY MARGOT SEIDES

PRODUCED BY DAVE TEICH

Listen up, couch potatoes. You may think you've got it pretty cushy with your all-in-one zappers, but we're sure you've never seen one like *this* before. Why, you can run just about anything in your house—and outside it, too—with this terrific gadget. Can you determine what devices all these buttons, switches, and other controllers control, and what their functions are? Take note—more than one button may go with a particular device. And don't spend too long on that toggle switch at lower right—that just turns the remote on and off.

ANSWERS, PAGE 44

PUZZLE BASED ON AN IDEA BY MARCY LEVEY
HAND BY HELENE SAPIRO

P R N D L
CH
CANCEL
TIME
COOK
SNOOZ
FLUFF
RINSE/
HOLD
WHIP
PUREE
MIX
GRATE
BLEND
L
R
ON
OFF
53 70 80 100

# SEEING DOUBLE

BY DAVID AND JAN PETERS ★☆

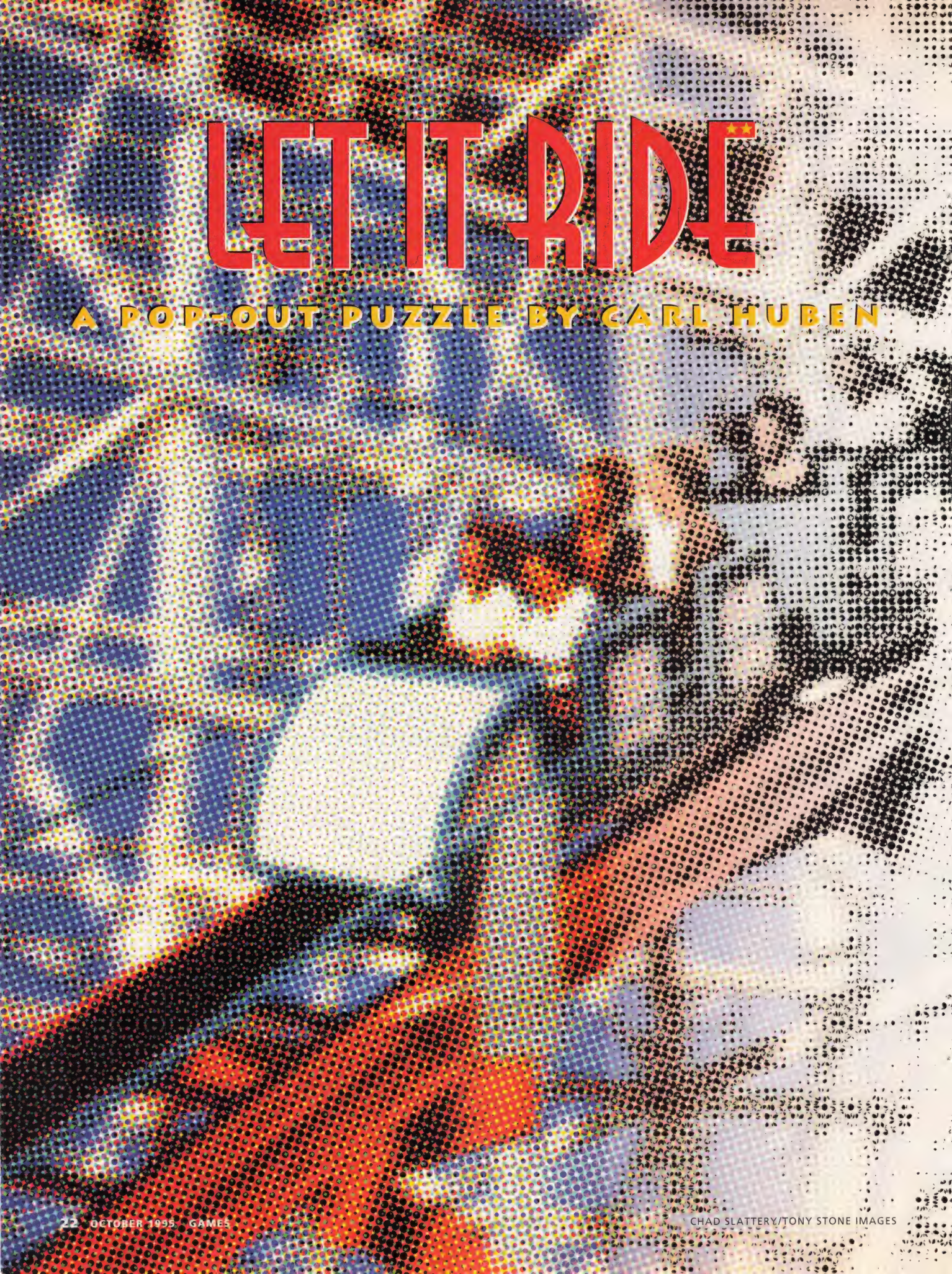
The driver of this moving van forgot to close the rear door! Even without second sight we could have predicted that the entire contents of his duplex apartment would go flying.

And now we're doing a double take, because it seems we're seeing double—like POOL in the forms of a wading pool and a game of pool. In fact, there are 39 more pairs of doubles in the picture for you to find. If you find fewer than 10, you may feel like two cents, but if you find 25 or more, reward yourself with a double dip of double chocolate ice cream.

ANSWERS, PAGE 45

# LET IT RIDE

## A POP-OUT PUZZLE BY CARL HUBEN



CHAD SLATTERY/TONY STONE IMAGES

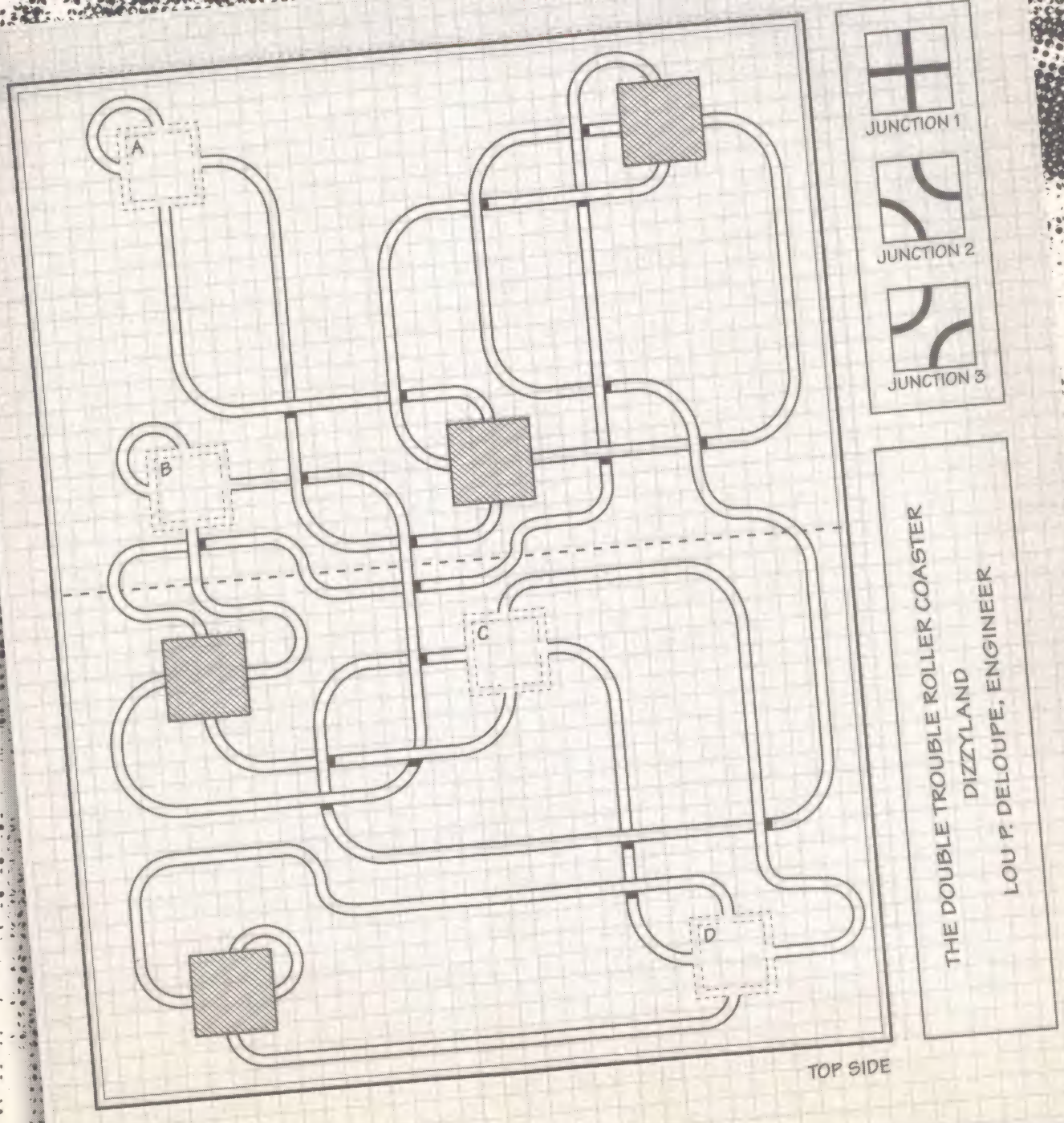
We are proud to reveal here for the first time the top-secret plans for Dizzyland's stupendous new Double Trouble Roller Coaster, which can be ridden two different ways! Engineers are still plotting out all the twists and turns—as you can see in the overhead view below, there are spots where tracks are not yet indicated. What the ride guys haven't realized, though, is that there's only one way to make their unfinished creation work.

Here's how you can get things on the right track. First, pop out the diagram, which has two different aerial views (one on the front and one on the back)—those are the two different ways to ride the coaster. Next, pop out the four shaded squares on the track. Eight blank squares, marked A–H, are the sections of track that must be filled in to complete the ride plans. Now fold the diagram in half, along the dotted line. You'll see that four of the lettered squares show through the holes, top and bottom. Now unfold the diagram and fold it in half *the other way* along the same line. You'll find that the *other* four lettered squares show through the holes, top and bottom.

The object is to connect the tracks in the eight empty squares so that a continuous closed curve is formed regardless of which of the two ways the plan is folded. To fill in each empty square, you may choose from the three junction options shown below. Each choice you make will do double duty; it will show up in different sections of the two curves, once on top and once peeking through a hole. The completed circuits will meander back and forth between the exposed top and bottom halves of the two configurations.

Okay, the coaster's clear. Let the joy ride begin!

**ANSWER, PAGE 46**



# GAMES SPECIAL ANNOUNCEMENT

**The 1996 Buyer's Guide to Games**—incorporating both the traditional GAMES 100 and a brand new GAMES All-Electronic 100, as well as the Game of the Year award and many special features—will be bound into the center of the December issue of GAMES as a bonus to all GAMES readers. It's the ideal shopping guide for all your holiday game-buying needs. And of course, the December GAMES will also contain all the usual puzzles, features, and departments you've come to expect in every issue of GAMES.

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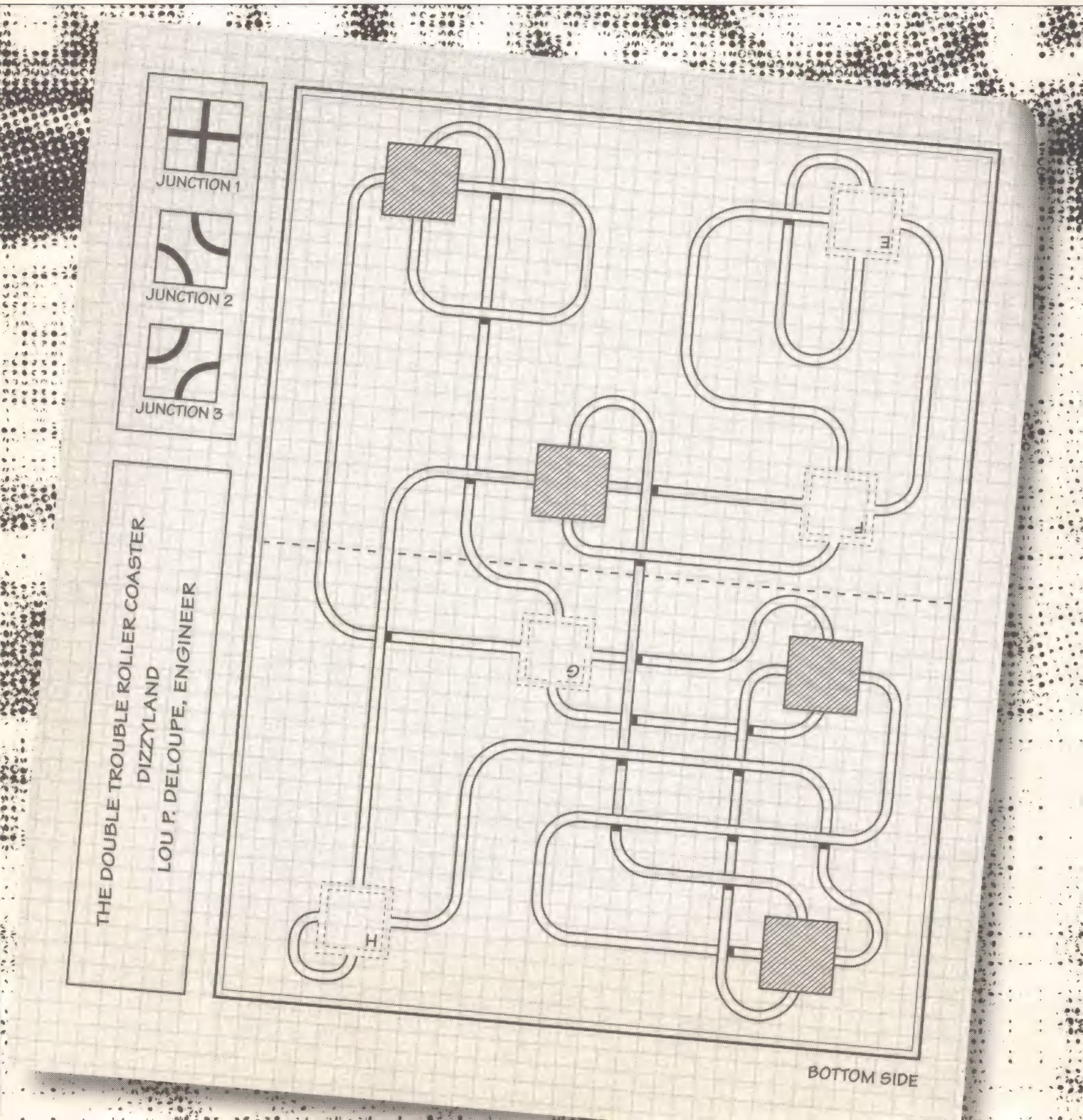


EDITED BY MIKE SHENK

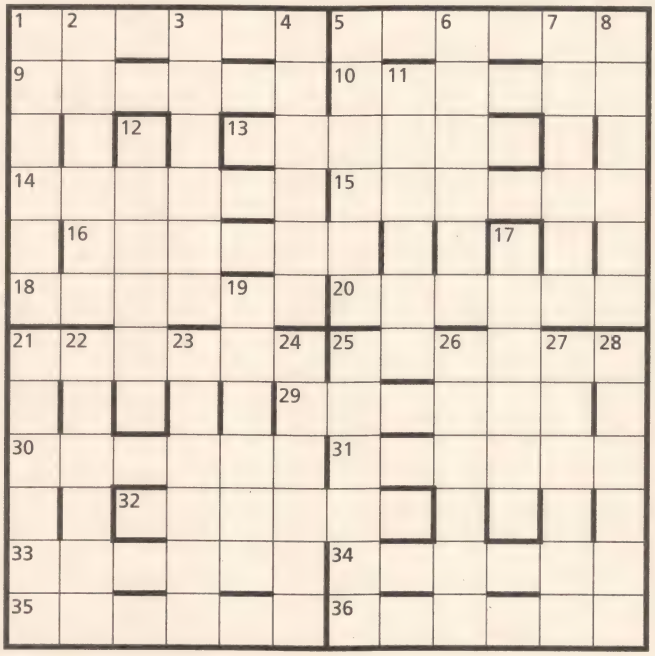
# PENCILWISE

## TRICK OR TREAT ★★

BY MIKE SHENK

Heavy bars mark the beginnings and ends of words in the grid below. Before you can enter the answers to the clues into the grid, however, you must subject each one to a trick or a treat. Half of the answers involve a trick—one of the letters of the answer must be changed to a different letter—so, for example, TRICKS might become BRICKS or TRUCKS. The other half of the answers involve a treat—an additional letter added to the beginning, middle, or end of the word—so TREAT might become THREAT or TREATY. In each case, the result of the trick or treat is a new word.

ANSWER, PAGE 44



### ACROSS

**1** Party throwers
**5** Mixes up
**9** Publicly withdraw, as a statement
**10** Sign after Gemini
**13** Entrees for Sunday dinner
**14** Strychnine, for one
**15** On a slant
**16** Post-shower need
**18** Best Actor Oscar winner of 1993 and 1994
**20** Great Lakes Indians
**21** Put two and two together
**25** Some fortunetellers read them
**29** Chinese checkers piece
**30** Scold vehemently
**31** Fill with joy
**32** Shout in a deep voice
**33** Winner over Dempsey in 1926
**34** Something to learn
**35** Telescope parts
**36** Sodden

### DOWN

**1** Stares in open-mouthed wonder
**2** "Love," on a bumper sticker
**3** Motive
**4** Musical sounds
**5** Garbage boats
**6** Fisherman
**7** Give another color to
**8** Pizzeria units
**11** Lieutenants
**12** Occupation
**17** Some of the strings
**19** End a lawsuit out of court
**21** Designs, as a house
**22** Exact satisfaction for
**23** Monsoon events
**24** *The Time Machine* author
**25** King who sang "It's Too Late"
**26** Hallowed
**27** Yard and a bit more
**28** Sundae topper

R.J. KAUFMAN

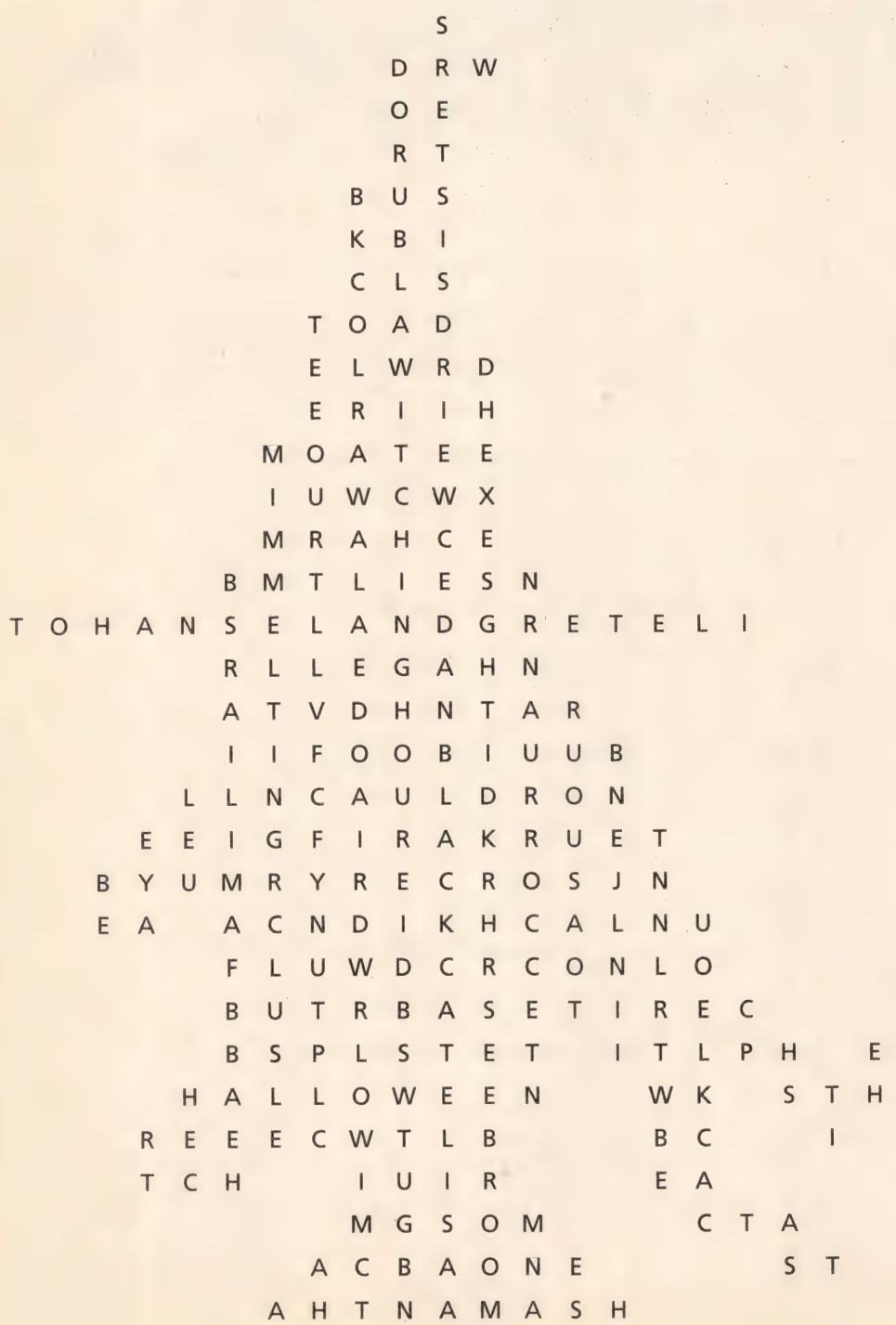
# WARTS AND ALL ★

BY MARK DANNA

"I'll get you, my pretty, and your little word search, too!" So might say the Wicked Witch of the West were she to cast her evil eye on the puzzle below. Hidden in the profile of our witch are 32 words and phrases associated with witches and witchcraft.

Answers read every witch way—horizontally, vertically, and diagonally, but always in a straight line. So sit a spell and let yourself be bewitched.

**ANSWER, PAGE 44**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D R W
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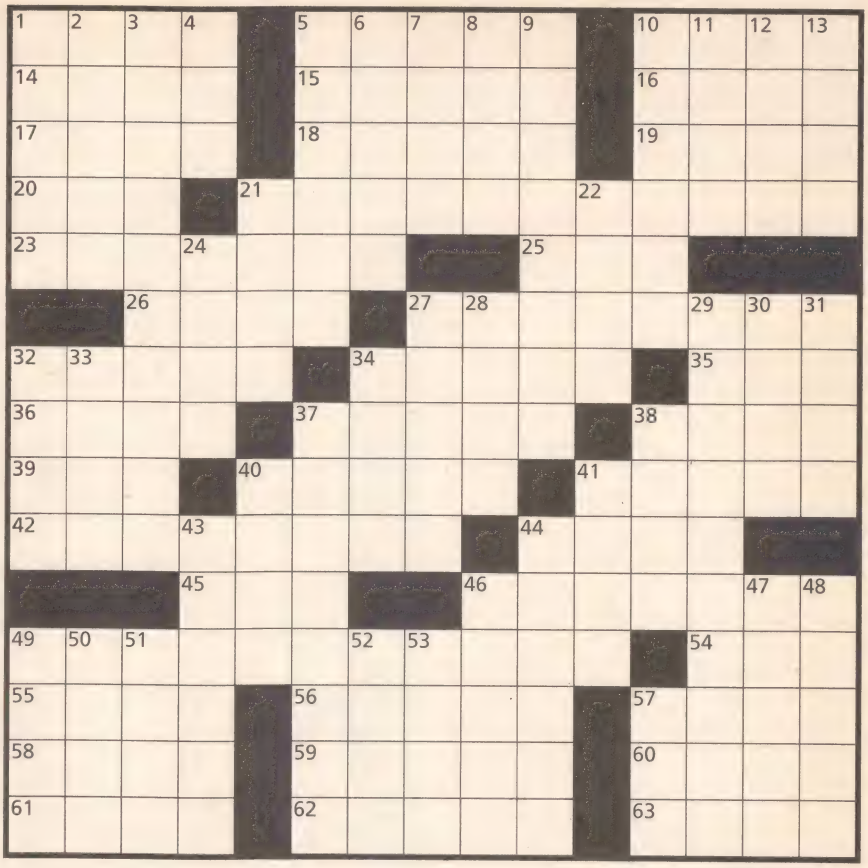
M R A H C E
B M T L I E S N
T O H A N S E L A N D G R E T E L I
R L L E G A H N
A T V D H N T A R
I I F O O B I U U B
L L N C A U L D R O N
E E I G F I R A K R U E T
B Y U M R Y R E C R O S J N
E A A C N D I K H C A L N U
F L U W D C R C O N L O
B U T R B A S E T I R E C
B S P L S T E T I T L P H E
H A L L O W E E N W K S T H
R E E E C W T L B B C I
T C H I U I R E A
M G S O M C T A
A C B A O N E S T
A H T N A M A S H

AMULET
BATS
BLACK CAT
BREW
BROOM
CACKLE
CAULDRON
CHARM
CONJURING
CURSE
EASTWICK
EVIL EYE
FAMILIARS
HALLOWEEN
HANSEL AND GRETEL
HAUNT
HECATE
HEXES
"I'M MELTING!"
MAGIC
NEWT
POTIONS
RITES
SALEM
SAMANTHA
SORCERY
SPELLS
TOAD
WARLOCK
WEIRD SISTERS
WITCHCRAFT
WITCHING HOUR

# TOOL TIME ★

BY NORMA STEINBERG



**ACROSS**

**1** Business office note
**5** Quoted as a source
**10** "The ___ thickens!"
**14** Enthusiastic
**15** Martini garnish
**16** Company's symbol
**17** Sneaker brand endorsed by Michael Jordan
**18** Water lily painter Claude
**19** British nobleman
**20** "Rocks," to a bartender
**21** Commonsensical
**23** Olympic competitor
**25** *Treasure Island* author's monogram
**26** Car
**27** Library's supporters?
**32** Young sheep
**34** Scottish families
**35** Feel sick
**36** "The joke's ___!": 2 wds.
**37** Blackboard material
**38** ___ monster (scaly lizard)
**39** First of the counting numbers
**40** Approaches
**41** Comedian/actor Crystal
**42** "What did you say?": 2 wds.
**44** Infield protector
**45** Have a bite
**46** Cancel: 2 wds.
**49** Traveled far and wide: 3 wds.
**54** Mauna ___ (Hawaiian volcano)
**55** Entice
**56** ___ Peace Prize
**57** Small mountain
**58** It makes your blue eyes blue
**59** Dostoevsky's ___ *and Punishment*
**60** In the current condition: 2 wds.
**61** *The Simpsons* creator Groening
**62** Go in
**63** Old woman's home, in nursery rhyme

**DOWN**

**1** Craze
**2** Kick out of an apartment
**3** Mickey Spillane's detective: 2 wds.
**4** Keats poem
**5** Regain consciousness: 2 wds.
**6** ___ *Lucy*: 2 wds.
**7** Fork prong
**8** Daredevil Knievel
**9** Remove from a position of power
**10** Answer to "What's the magic word?"
**11** Washer-filling amount
**12** Bedtime story baddie
**13** Was a tattletale
**21** ___ *Make a Deal*
**22** Antlered animals of North America
**24** ___ and oil (garage job)
**27** Trumpet sound
**28** Feedbag fill
**29** Manicurist's application: 2 wds.
**30** Pickle type
**31** Kill, as a dragon
**32** Throw for a ___
**33** ___ *Karenina*
**34** Oyster's kin
**37** Paragraph part
**38** Young woman
**40** Ark builder
**41** Hairless
**43** Abhor
**44** Less short
**46** ___ de menthe
**47** Page number in a magazine
**48** Like a lie
**49** Slender
**50** Distinctive quality
**51** ___ of habeas corpus
**52** Dilapidated
**53** Death notice, for short
**57** Owns

ANSWER, PAGE 44

# PROVERBIAL RHYMES ★

BY N.M. MEYER

The sentences below may look a little strange, but they should sound vaguely familiar. They're actually proverbs in which each word has been replaced by a rhyming word. (Punctuation may also be changed, and should be ignored.) For example, "Mud fizz liquor can slaughter" yields the proverb "Blood is thicker than water." Can you restore reason to the rhymes below?

ANSWERS, PAGE 44

1. Spaced snakes chased. _____
2. Sweater waif ran quarry. _____
3. Care Bears broke mare's tire. _____
4. Low lunar sled man won. _____
5. Should senses break wood sabers? _____
6. To plant beech, man rolled log through sticks. _____
7. Dad views gavels last. _____
8. Steeple to give thin crass blouses, good hot snow cones. _____
9. Wet creeping frogs die. _____
10. Malls sell fat friend's bell. _____
11. Sleazy bum—queasy, though. _____
12. Will daughters shun sheep? _____

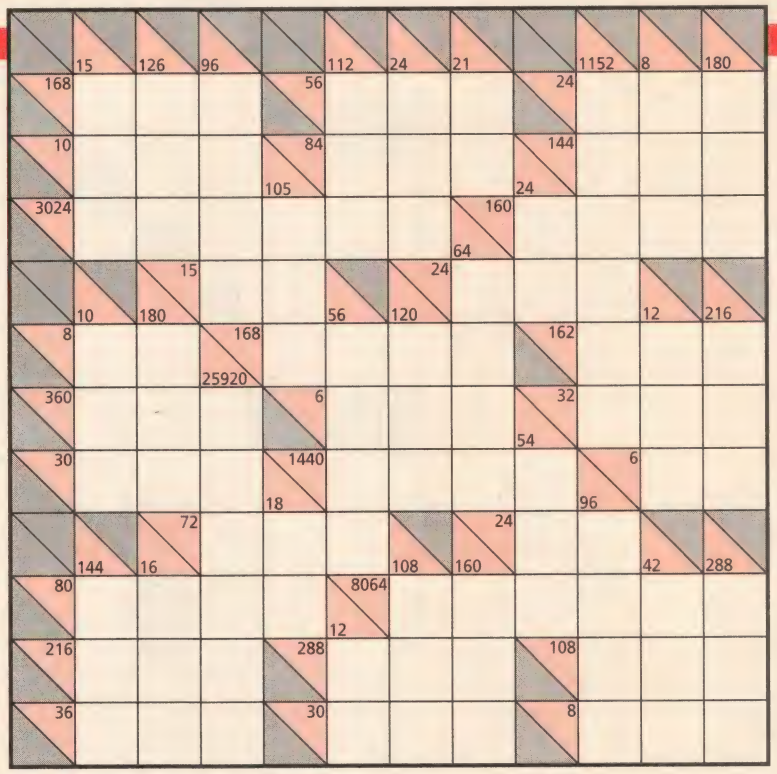
# TIMES SQUARES ★☆

BY NEIL WEPSIC

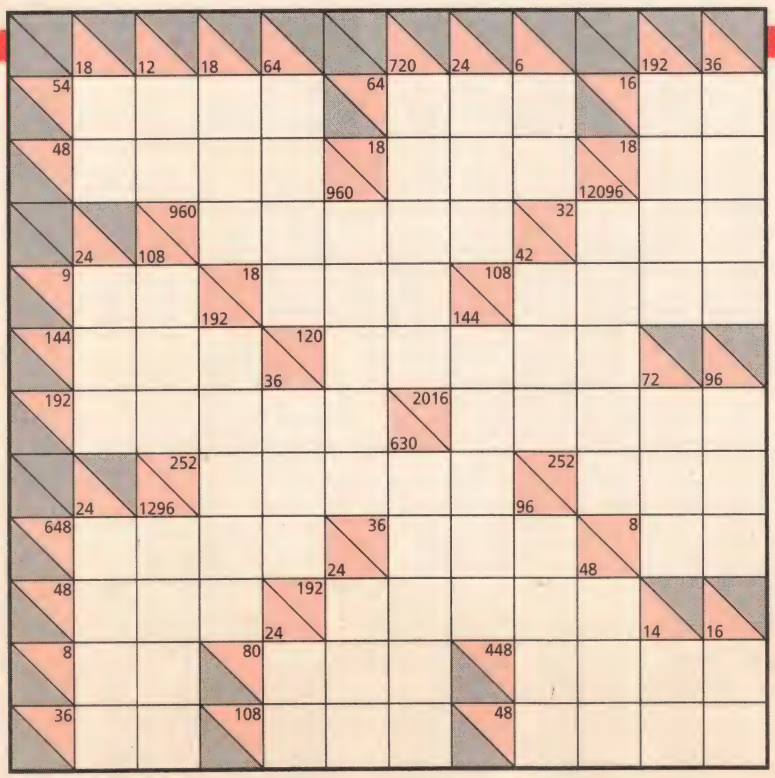
In the two cross-multiplication puzzles below, place one digit from 1 to 9 (there are no 0's) in each empty space so that the product of the digits in each set of consecutive white spaces is the number appearing to the left of a set (for a horizontal entry) or above the set (for a vertical entry). In each set of consecutive white spaces, you may not repeat any digit. To get you started, the first horizontal set of spaces in Puzzle 1 must contain three digits that multiply to 168. These could be 3, 7, 8; 4, 6, 7; or any permutation of one of these. The first vertical set of spaces must contain three digits that multiply to 15. Of the five possible digits for the first space (3, 4, 6, 7, and 8), only 3 is a factor of 15. So the first space must contain a 3.

ANSWERS, PAGE 45

## PUZZLE 1




## PUZZLE 2



# SHARE PAIRS ★★

BY R.C. MCEVOY

Some people or things are so closely linked that they are thought of as a pair. Some pairs have something else in common—they share letters. For example, BERT and ERNIE, in addition to being a famous pair, also share the letters ER. Below are 24 such pairs for which only the shared letters are provided. (Note: Only the shared letters *in the same relative position* in the two halves are shown. For example, if RISE and SHINE were a pair, they'd be aligned so the I and E would be shared; since the S in RISE doesn't align with the S in SHINE, those would *not* be filled in.) The pairs may consist of famous people, a title, or just a common expression in which the two elements are linked by "&." As a solving aid, the pairs have been put in alphabetical order by answer. How many of these dynamic duos can you identify?

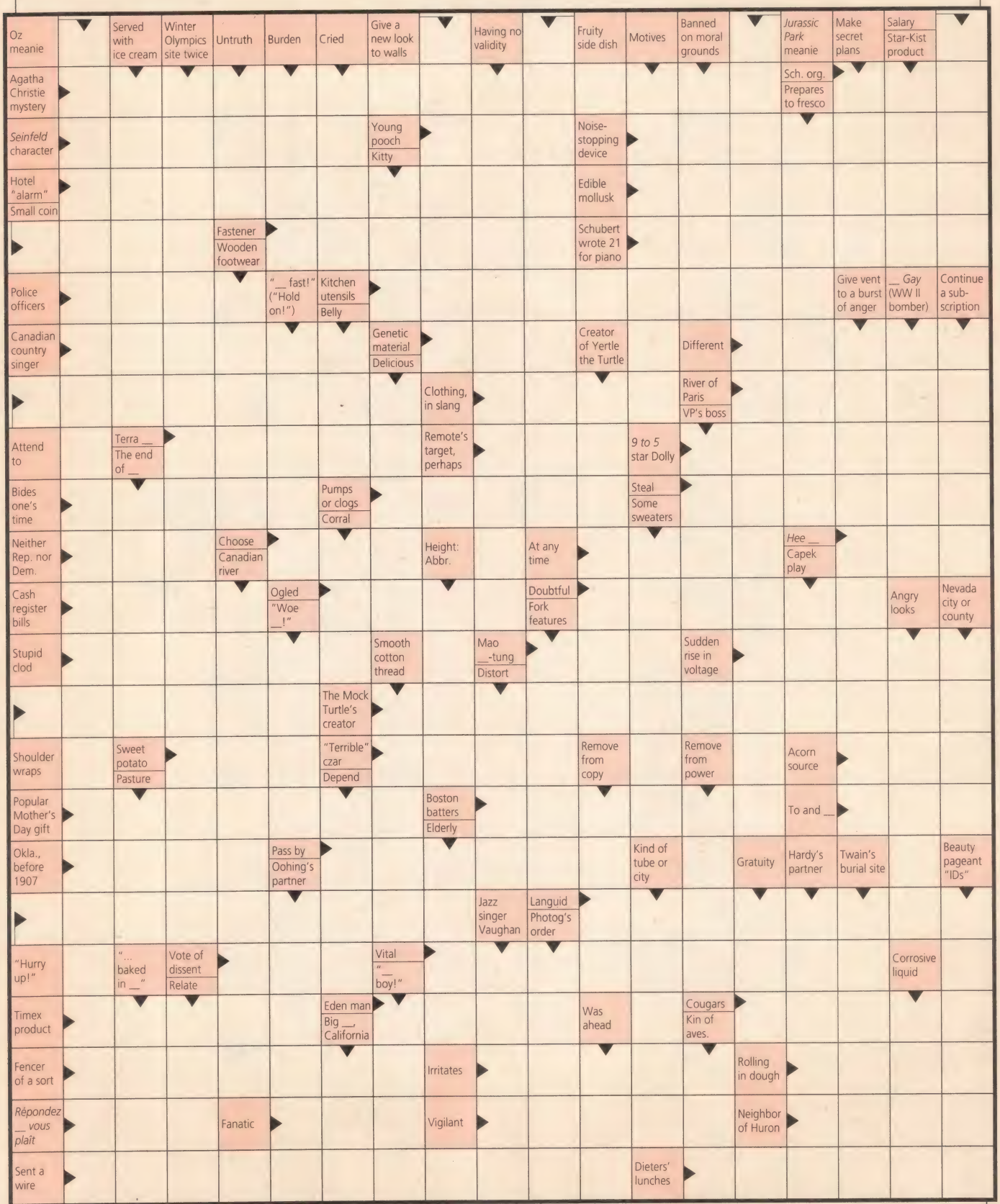
ANSWERS, PAGE 45

1. _ _ _ O _ T & _ _ _ _
2. _ A _ M & _ _ _
3. _ _ A _ T S & _ _
4. _ _ I T & _ _ _
5. _ _ _ _ _ – _ E A _ _ & _ _ _ _ _ _
6. _ _ _ _ E Y & _ _ _ _
7. _ _ _ _ _ E R & _ _ _
8. _ _ _ _ _ M E & _ _ _
9. _ _ _ _ E L & _ _ _
10. _ _ _ N _ L E Y & _ _ _
11. L _ _ _ E & _ _ _
12. _ _ _ A T & _ _ _
13. _ _ _ T S & _ _ _
14. _ _ D S & _ _ _
15. P R _ _ _ & _ _ _ _ _ _ _
16. R O _ _ & _ _ _
17. _ _ _ _ E R S & _ _ _ _
18. R _ M U _ _ & _ _ _
19. S _ _ _ T & _ _ _
20. T H I _ _ & _ _ _
21. _ O _ N & _ _ _
22. T R _ E _ & _ _ _
23. _ _ A _ S & _ _ _
24. _ _ E _ L & _ _ _

# PENCIL POINTERS ★

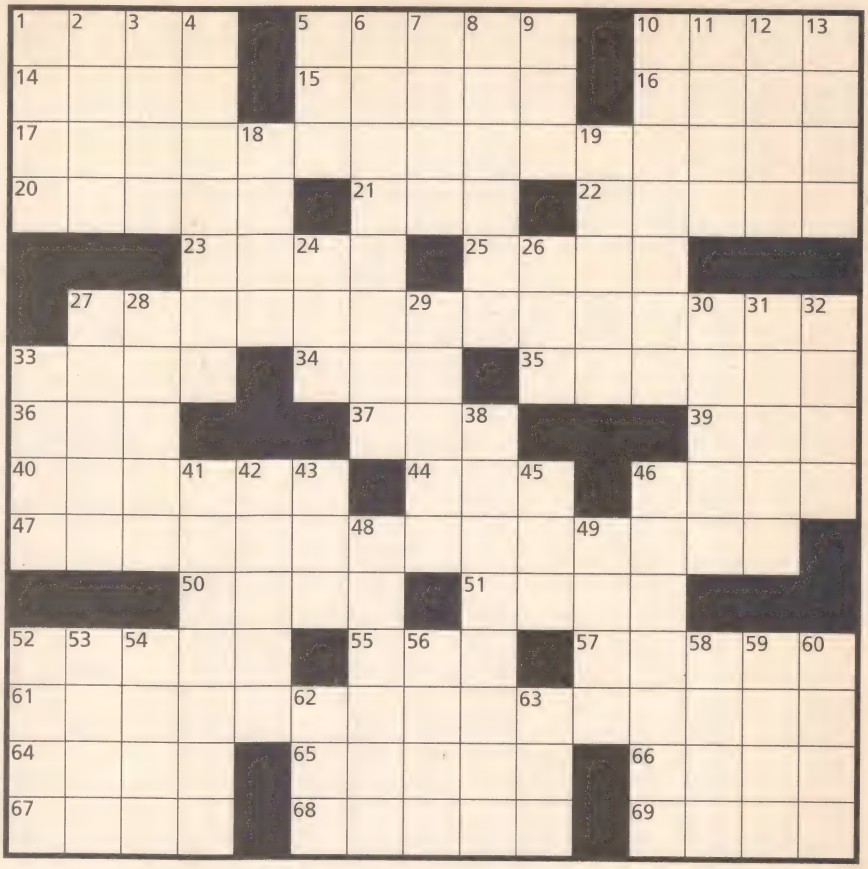
BY JULIAN OCHRYMOWYCH

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers. ANSWER, PAGE 45



# THE GAG'S ALL HERE ★★

BY CATHY MILLHAUSER



ANSWER, PAGE 45

## ACROSS

**1** *Doctor Zhivago* heroine
**5** Singers James and Jones
**10** Cherry stones
**14** Hacker, for one
**15** Adorned, on menus
**16** Kasparov's castle
**17** Opinion on "paper or plastic"?: 4 wds.
**20** 1983 Woody Allen pseudo-documentary
**21** Sodium hydroxide
**22** Observe Yom Kippur
**23** Lug
**25** Bit of Italian bread
**27** Stravinsky's tribute to parsley?: 4 wds.
**33** Dutch South African
**34** Poker prize
**35** Make a bundle?
**36** Uninvited picnic guest
**37** Acid/alkali measurements
**39** Good, to de Gaulle
**40** Puzzles
**44** "For what ___ worth"
**46** Stick in the mud
**47** Lumberjacks' hero?: 2 wds.
**50** Warsaw Pact opponents: Abbr.
**51** Bring up
**52** Facing the pitcher: 2 wds.
**55** Kind of bran
**57** Letter before lambda
**61** Old movie about someone on a bender?: 4 wds.
**64** This goes out twice a day
**65** Her job was riveting
**66** Dublin's land
**67** A long time
**68** Unescorted
**69** ___ money (venture capital)

## DOWN

**1** Figure skating jump
**2** 1975 Wimbledon champ
**3** Projectionist's unit
**4** Judge
**5** Heckler's missile
**6** Butcher block, often
**7** Catering need
**8** ___, *My Love* (1983 Robert Duvall film)
**9** Hit the deck chair
**10** Record in advance
**11** $10^3$
**12** Ready for the rag pile
**13** Terrier type
**18** Marty Feldman's role in *Young Frankenstein*
**19** Severe
**24** It comes to those who wait
**26** Stipulations
**27** Scout's master
**28** Indignant: 2 wds.
**29** Protestant work ___
**30** Fanatical
**31** "It floats"
**32** Barry of *Burke's Law*
**33** Wingding
**38** Gets cracking: 2 wds.
**41** Runs
**42** *Ariel* poet Sylvia
**43** Tippler
**45** Needle point?
**46** Oases, often
**48** $10^{100}$
**49** Pseudonym of H.H. Munro
**52** Dog star
**53** Shoot
**54** ___ one's time (wait patiently)
**56** Charlie Chan comment: 2 wds.
**58** Ballet bend
**59** Scrutinize (with "over")
**60** Speechless, perhaps
**62** Author Levin
**63** Minuscule

# THE I'S HAVE IT ★★

BY HARRY SIMON

Here's a quiz for egomaniacs—the answer to each clue below is a word, phrase, or name in which the only vowel is I. For example, the clue "Swimming with a face mask and flippers" would lead to the answer SKIN DIVING, while "Mrs. Paul's product" would be FISH STICKS. With it? Fill it in!

ANSWERS, PAGE 46

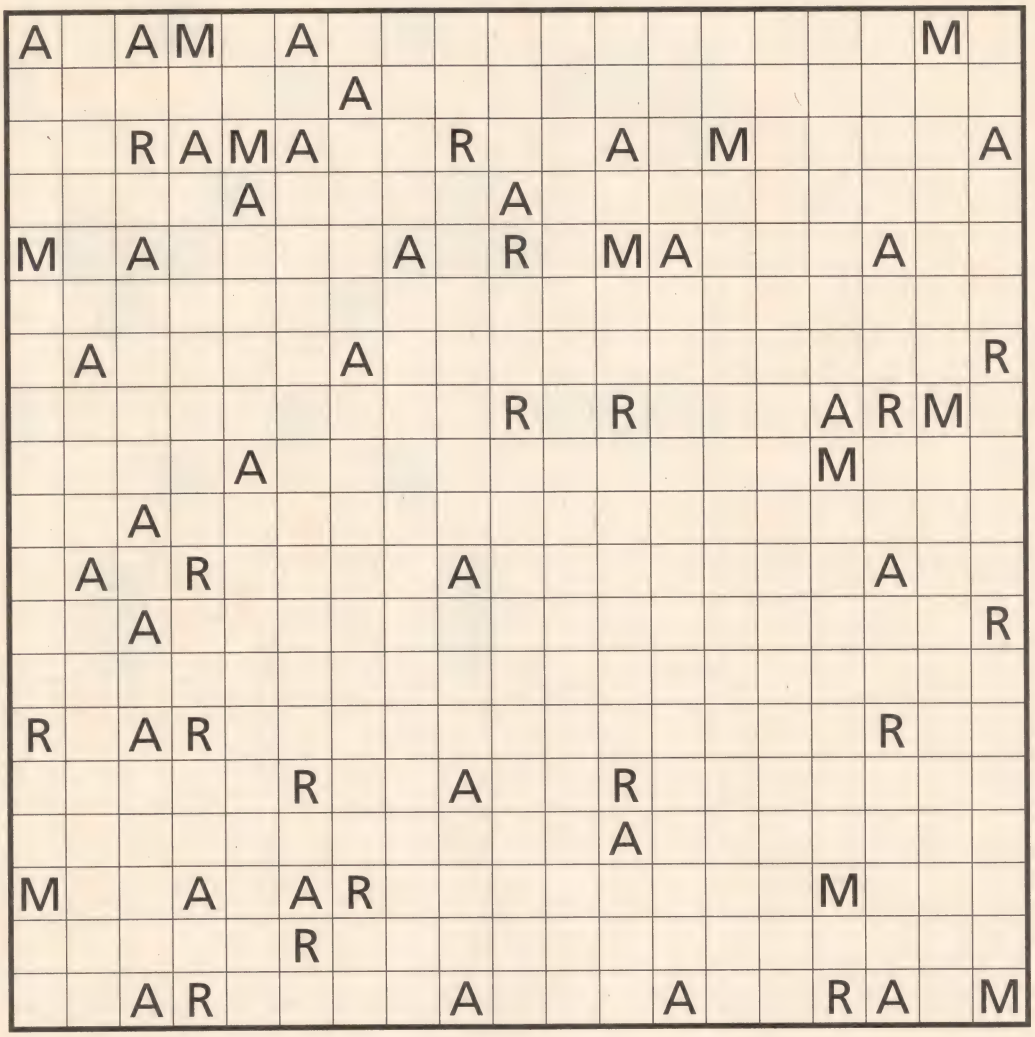
1. Short attire for a woman _____
2. Thumbing a ride _____
3. Dog star of early movies _____
4. Job termination notice _____
5. Notre Dame's football team _____
6. Ape-human evolutionary go-between _____
7. Martin Luther King Jr. concern _____
8. What dieters pour on cereal _____
9. Factory's late work period _____
10. Roger Ebert or Gene Siskel _____
11. Batting left- and right-handed _____
12. 1995 Sean Connery/Richard Gere movie _____
13. Not much to choose from _____
14. Tiny swimsuit held by a few cords _____

# BODY BUILDING ★★

BY TRIP PAYNE

When completed, the grid below will contain the names of 39 body parts listed at the bottom of the page. These will interlock across and down as in a standard crisscross puzzle or Scrabble game. Ignore punctuation and spaces in the words; for example, ADAM'S APPLE will be entered as ADAMSAPPLE.) The only words that go in the grid are the ones in the list. Can you fit them all in? To start you off, all the A's, R's, and M's have been put in the grid already. Thus ARM is spelled out (at left center), and ARTERY and DURA MATER will each only fit in one place. Each word you enter will, in turn, restrict where the remaining words can go. The finished puzzle has a unique solution.

ANSWER, PAGE 46



ABDOMEN
ADAM'S APPLE
AORTA
APPENDIX
ARM
ARTERY
BLADDER
CEREBELLUM
CILIA
DIAPHRAGM
DURA MATER
EYE
FEMUR
HAIR
HEART
ILIUM
INNER EAR
INTESTINES
LACRIMAL GLAND
LIGAMENTS
MAXILLA
METATARSUS
MIDRIFF
NAPE
NAVEL
PALM
PATELLA
PINEAL BODY
RADII
REAR
RIB
ROTATOR CUFF
SACROILIAC
SCAPULA
STERNUM
THUMB
TISSUE
UVULA
VENA CAVA

# IDIOMAZE ★★

BY ROBERT LEIGHTON

If you asked for directions and got the answer "Past middle age," where would you go? After some consideration, you might try "over the hill." But where next? The clues at the bottom of the page, taken in order, will help you navigate the maze of paths that surround the pictures below, because each answer is an idiomatic prepositional phrase such as "under the wire" or "above the law." Can you make your way from the start of the maze (marked with the red S) to the finish (F)? Every picture will be referred to at least once, and the path will not cross itself.

ANSWER, PAGE 45

1. Past middle age
2. Too far
3. Where to read what's implied
4. How radio shows are broadcast
5. Constantly
6. Irrelevant
7. Without solicitation
8. Nonprescription
9. On a tight deadline
10. Everywhere
11. Strictly according to procedure
12. Excessively flamboyant
13. Sleeping
14. By surreptitious means
15. Where stupid people have nothing
16. Where the experienced have been
17. Feeling ill
18. Crazy
19. Unfair

ROBERT LEIGHTON

# DSZQUPHSBNT! ★☆

BY ROBERT LEIGHTON

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 46

## 1. CRYPTOON

VBQ OCID UCYIYLP IYZZ GQLSBUL? Y KYGICXDLZV FYI C UDNDUBZH'G LDJX— LBU Y JCL'I JBKD BQI IYZZ IOD LDRI HQZZ KBBL!

## 2. CONSTRUCTIVE CRITICISM

RJZ KREMROO ERJ MCEM R IRHJ NYYH NYGJ, IAX CX XRMDO R ERHSDJXDH XY IACPN YJD.—*ORU *HRZIAHJ

## 3. SALES TACTICS

X AXMDYGVUE MYHNMG IXTI HYNHPY XMY ANIG PVDYPT GN HCMBKXIY XU VGYA AXMDYQ "INMMT, NUPT ONCM HYM BCIGNAYM."

## 4. A SINGLE STEP

RLGGCJ, TZJS LBIJY XWV DPCRIJBN VWPNJ NW L UJJNCSF LNWA NZJ *BJLVB *NWTJV, NJMMB ALBBJSFJV, "NLIJ NZJ JMJOLNWV."

## 5. SAFE, BUT SOUND?

XRMKZO MP *ULO *MIXDUDO *TIPDKIMPTLIMU *MTKJLKP BMKZUE TIOJTKD GMNTGRG ALIQTZDIAD CTPB SMZXDO OMETIX "UMN ODARKTPE."

## 6. TOP STORY

OYF ZFPO SFJPQFS MFFU OYFQPFGRFP POFFG-FEXFE CFO FRFS-OFQUFHFE, FRFS JYFS OYF JFFM'P FRFSOP XFO ZFHPFHM.

## 7. DAMN SPOT!

NJWULVTBARVP KPHBRFBN UQBFORQ, TRRDBFH UTPNKBYOQBN KRVU, TKQBRDT KPTORQBNYVVP ILQBFH QJLOBFR BFDEVJO ORTO.

### TIPS AND CLUES

**Cipher 1:** A one-letter word is almost always A or I. Try Y=I and C=A here. Bonus hint: Ciphertext IOD represents THE.

**Cipher 2:** Note ciphertext O, appearing doubled at the end of KREMROO as well as at the end of XRMDO. Try O=S. Then read the first part of the hint for Cipher 1.

**Cipher 3:** Bigrams MY and YM, appearing in a total of four words here, represent the common pair RE and ER respectively.

**Cipher 4:** Ciphertext J, appearing 17 times, more than any other letter, represents the most common English letter, E. Bonus hint: NZJ=THE.

**Cipher 5:** Ciphertext O, ending four words, is a good bet to be S. Bonus hint: Ciphertext MP represents plaintext AT.

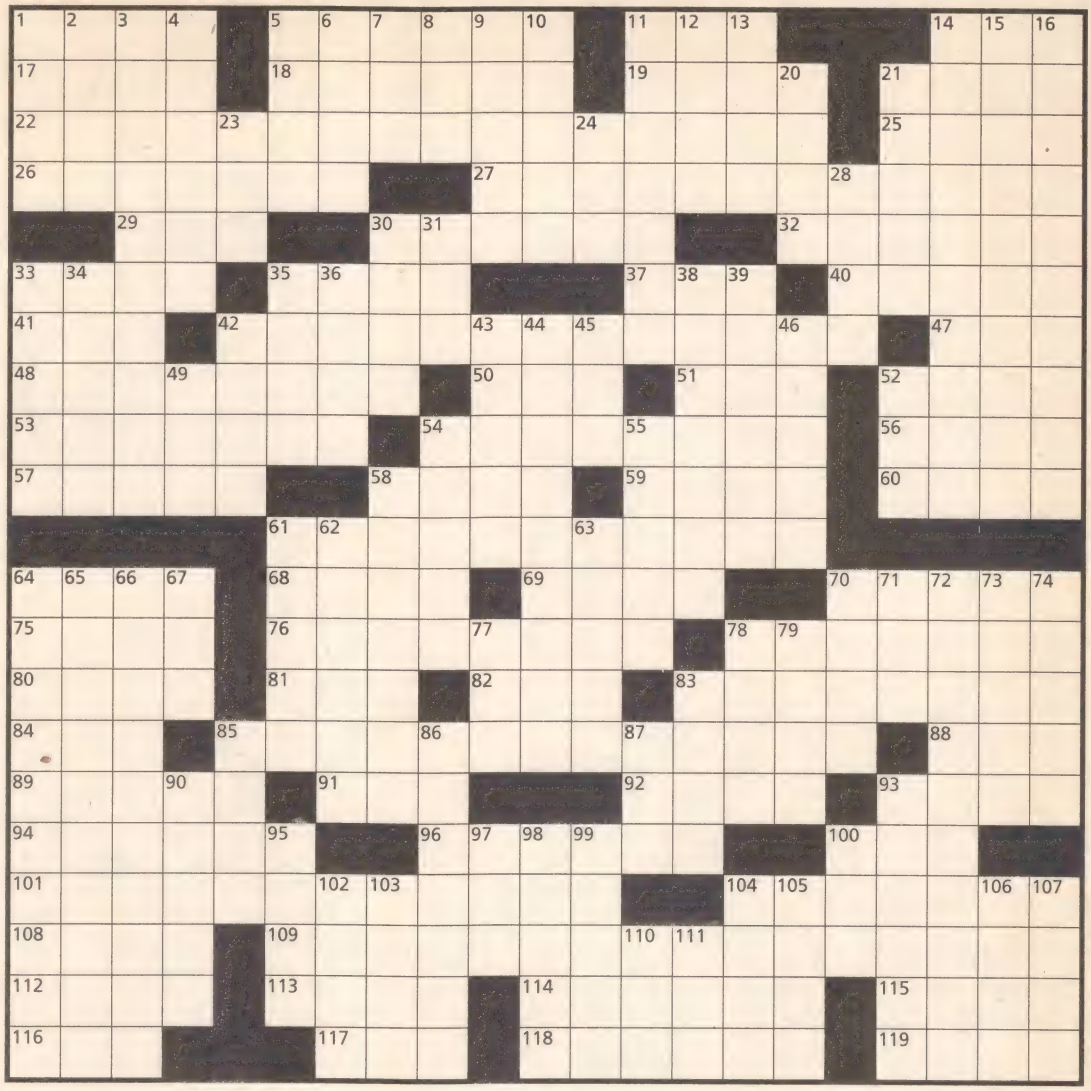
**Cipher 6:** Only one vowel appears in this cryptogram. Can you spot it?

**Cipher 7:** The vowels A, E, I, O, and U are represented by B, J, L, R, and Y in some order.

KEITH BENDIS

# CELEBRITY PICNIC ★★★

BY RANDOLPH ROSS



ANSWER, PAGE 46

## ACROSS

**1** Cat with a black-tipped tail
**5** Carry off
**11** *City Slickers II* prop
**14** Sort of: Suffix
**17** Ear-related
**18** Vacillate
**19** Actor Epps of *Higher Learning*
**21** Eight, in combinations
**22** What Raquel brought to the picnic
**25** Brewski
**26** Lymphocyte producers
**27** What Della brought to the picnic
**29** Mag. staffers
**30** Deceptive moves in boxing
**32** Discounted
**33** Hound's quarry
**35** *Clan of the Cave Bear* author
**37** Mountain curve
**40** French military caps
**41** Wright wing
**42** What Margaret Chase brought to the picnic
**47** Hydrocarbon suffix
**48** Shakes up
**50** Tops: Abbr.
**51** Conducted
**52** Former British crown colony
**53** Receiving a pension
**54** Desirous of
**56** DuBose Heyward heroine
**57** Lock
**58** It vies with *Vogue*
**59** Teen woe
**60** ___ *quam videri* (motto of North Carolina)
**61** What Tom brought to the picnic
**64** Slave away
**68** "Fly ___ the Moon"
**69** Scout groups
**70** Drink-merry link
**75** Host
**76** Lays on too thick
**78** Fizzled (out)
**80** Controversial Larry Clark film
**81** Geom. figure
**82** Part of BYOB
**83** Terrier type
**84** Auction ending
**85** What Bob brought to the picnic
**88** Reunion group
**89** Derisive look
**91** Flub
**92** Stand for pictures
**93** Matches (a bet)
**94** Cossack chief
**96** Comes to rest
**100** They loop the Loop
**101** What Glen brought to the picnic
**104** "'Mid pleasures and ___ ..."
**108** Working away
**109** What Barbara brought to the picnic
**112** Electronics giant
**113** Grand total?
**114** Site of the Menninger Clinic
**115** Creole staple
**116** Bit of work
**117** Roadhouse
**118** Caught
**119** Converge

## DOWN

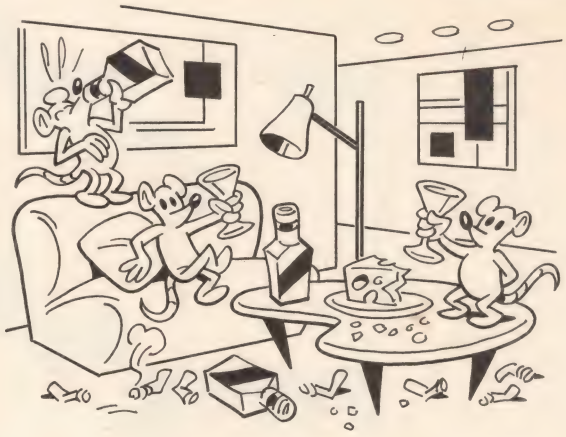
**1** Captured GIs
**2** The Miners' sch.
**3** What Dennis brought to the picnic
**4** Give in
**5** PTA or NBA
**6** Asks earnestly
**7** Aachen article
**8** NAFTA signer
**9** Island in the Bay of Naples
**10** Kin of 'twixt
**11** Frothy desserts
**12** Gallic girlfriend
**13** DC lobbyists
**14** Rink spectacle
**15** Obduracy
**16** Practicality
**20** Bank take-back
**21** Corpulent
**23** Fathers and sons
**24** Widebody
**28** Printer's supply
**30** He played Davy and Dan'l
**31** Hackberry, e.g.
**33** Soul mate?
**34** Author of *Ragged Dick*
**35** Comic Johnson
**36** Applied
**38** Repairs genes?
**39** Yellowish brown
**42** Where the Vikings landed
**43** Counting everyone
**44** Muted
**45** Sot's sound
**46** Beat by a nose
**49** "___ folly to be wise"
**52** Tad's dad
**54** Right to speak
**55** Tall tales
**58** Sweepstakes contestant
**61** Gulf rival
**62** Bad-mouth
**63** Geoffrey of fashion
**64** Agrees to represent someone
**65** Senior who helps freshmen
**66** Start of a classic Christmas song
**67** Fleur-de-___
**70** Suit to ___
**71** Composer Rorem
**72** What Sir Francis brought to the picnic
**73** Pervert
**74** Utopias
**77** "___ know you?"
**78** Knight's backup
**79** Perry's creator
**83** Each
**85** Uninteresting
**86** Lee's ___ Nails
**87** Store owner on *The Simpsons*
**90** Like a lot?
**93** Lillehammer course
**95** Radar's quaff
**97** What sarugaku developed into
**98** Sinatra album
**99** Surveil
**100** Jeff Lynne's grp.
**102** Fifth-century pope
**103** Author Hubbard
**104** Prod with a rod
**105** USMA or USNA
**106** Raison d'___
**107** Headquarters
**110** Books reviewer
**111** Billy Joel's "Tell ___ About It"

# REVENGE OF FRACTURED FLICKS ★☆

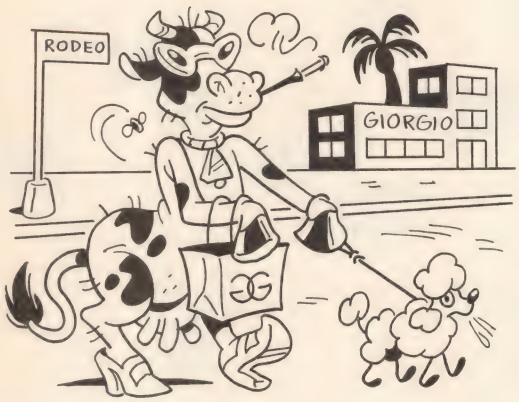
We'd like to pay tribute once again to the proofreaders of Hollywood, without whom we might have been subjected to the mangled movies illustrated here. Imagine: One unnoticed slip by Quentin Tarantino's secretary, and the hot hit *Pulp Fiction* might have appeared as the gas station saga *Pump Fiction*. Can you identify the movies shown below that might have been produced if a proofreader hadn't caught the single one-letter typo in each script's title? The number of words and letters in each answer is indicated by the blanks beneath the drawing.

ANSWERS, PAGE 45

1. _ _ _ _ _'_ _ _ _ _



2. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

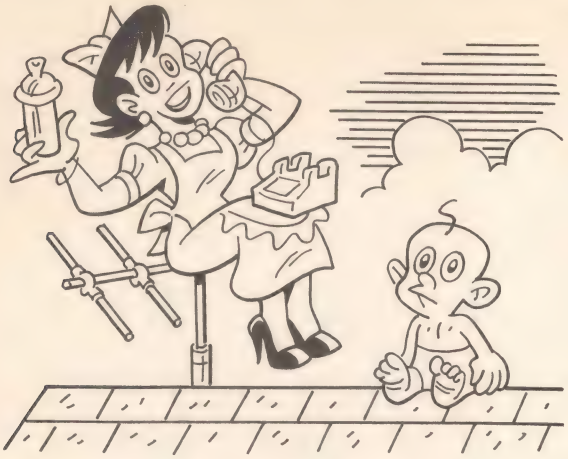



3. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

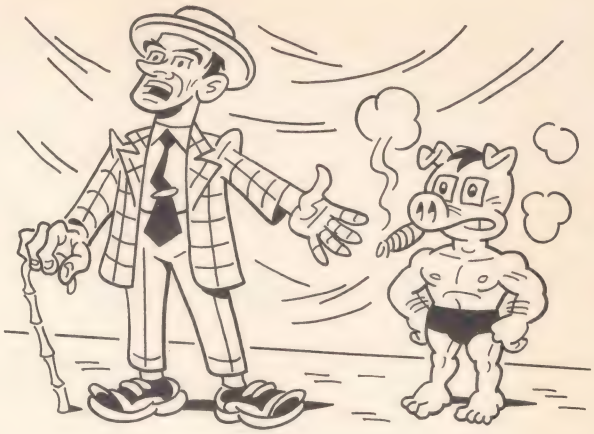
4. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

5. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

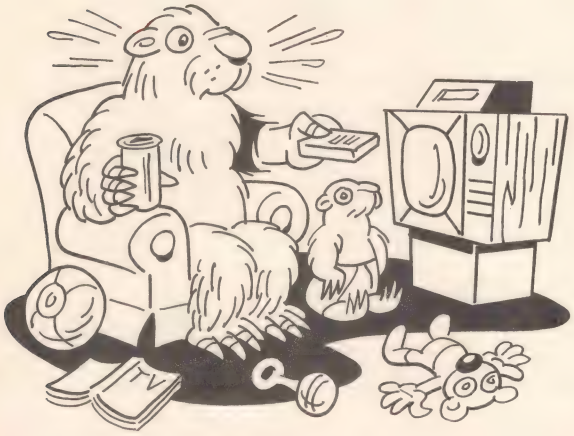
6. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _



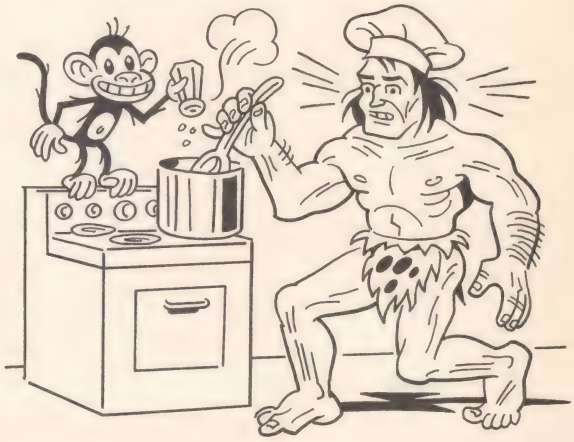
7. _ _ _ _ _ _ _ _ _ _



8. _ _ _ _ _ _ _ _ _ _ _ _ _ _



9. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _



10. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

11. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

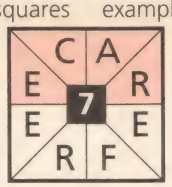
12. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

STEVE MELLOR

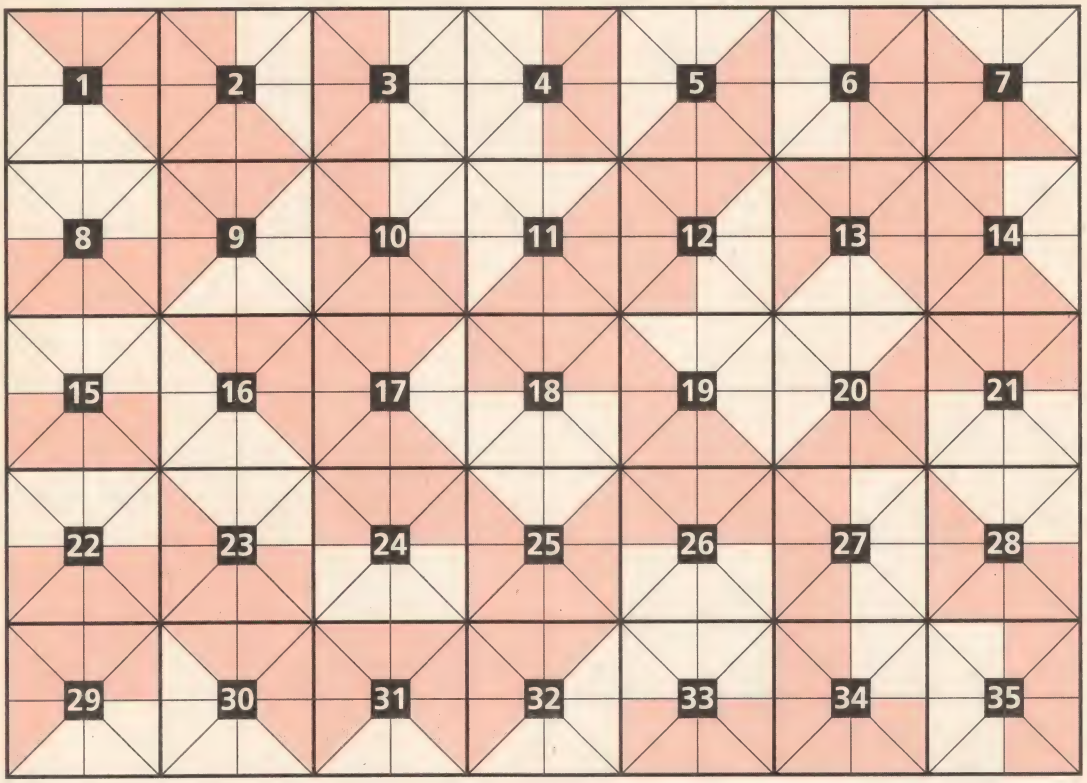
# PIECES OF EIGHT ★★

BY PATRICK BERRY

The answer to each of the 35 numbered clues below is an eight-letter word or phrase that fills the spaces of one of the squares that make up the grid, encircling the corresponding number. The directions and starting points of these answers are not given; to help you place each main entry, a smaller word is formed by the letters in its shaded spaces. This smaller word—a "piece of eight"—will not necessarily read in the same direction as the main answer. In the example below, the word CAREFREE has been placed so the word RACE appears in the shaded spaces. The clues for the pieces of eight are given out of order at the bottom of the page. Adjacent spaces of neighboring blocks contain identical letters, so getting one answer will help you with the next. Solving the entire puzzle is as good as gold.




ANSWER, PAGE 46




## EIGHTS

**1** Toy that keeps children hopping: 2 wds.
**2** Villain in *The Untouchables*: 2 wds.
**3** Rising currents of warm air
**4** Harassed, like a Trojan hero?
**5** Western Africa country
**6** Bloodbath
**7** 1992 biopic by Spike Lee: 2 wds.
**8** Language that gives us "honcho" and "tycoon"
**9** Comes into possession of
**10** Five-person bands
**11** Pledge
**12** Improv performer
**13** Plato's tutor
**14** Title character of a Stowe novel: 2 wds.
**15** Performing consistently poorly: 3 wds.
**16** Lively
**17** On the sly: 2 wds.
**18** Library fixture
**19** Outback hopper
**20** Use a telescope
**21** Store patron
**22** Impetus
**23** Time of final judgment
**24** Lobster's smaller kin
**25** Fortunetelling turkey part
**26** Miss of Madrid
**27** Clean with disinfectant
**28** Allegations
**29** Something homeowners would rather not take out?
**30** Feature of an emergency stairwell: 2 wds.
**31** Not hypothetical or fanciful: Hyph.
**32** Tadpole
**33** Chile's capital
**34** TV game system
**35** Knock loose

## PIECES OF EIGHT

Arrived
Box of brews
Ceremony
Chowder ingredient
Dip for tortilla chips
Executor's paper
Flank
Give an original look to
Give a pink slip to
Gusto
Identical
Item used in a play
It portends a future event
It turns litmus paper red
Last letter
Massive volume
Mean
Norman Bates ran one
Oatmeal annoyance
Pace
Pamper
Peer through partly closed eyes
Piece furthest from the king
Poultry purchase
Pressing need?
Seconds on soda
Shredded
Shut with a bang
Somewhat fresh
Square of glass
St. Louis landmark
Stupid clod
Temperamental
Tubular pasta
TV, radio, magazines, etc.

# CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 46

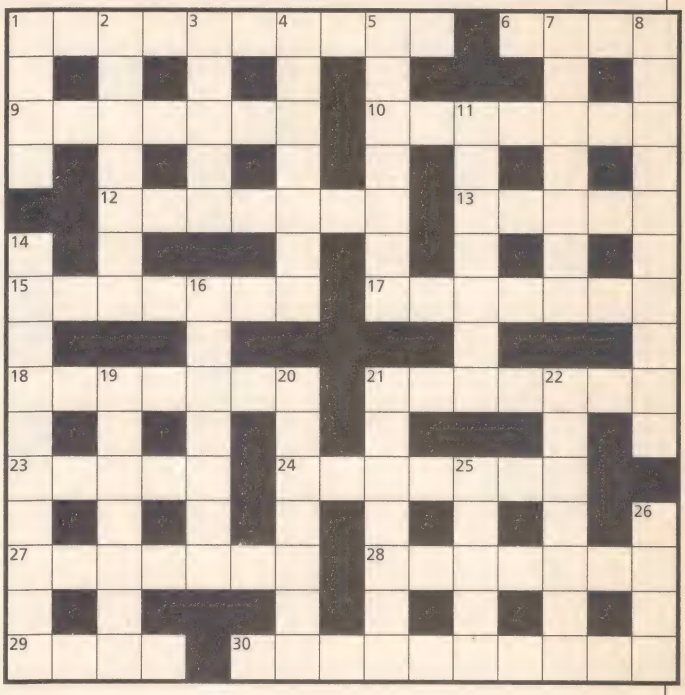
## PUZZLE 1 BY EMILY COX & HENRY RATHVON

### ACROSS

**1** Europium, carbon, aluminum, yttrium, platinum, uranium, and sulfur plant (10)
**6** Audibly ram the god of war (4)
**9** Arrived carrying awfully hot grub (7)
**10** Have dinner, eating bug in mug? (5,2)
**12** Ends from shorter miniskirts (7)
**13** Former monk (5)
**15** Smuggled bag with rifle (7)
**17** Reviewer Siskel to view river in New York (7)
**18** A surgeon uses it with power, by the way (7)
**21** Lottie's translated a poet (1,1,5)
**23** A dog's name—right on (5)
**24** Country home stocks an ice cream flavor (7)
**27** Shape with nine sides or twelve corralling old horse (7)
**28** Cutting joke about part of your leg (7)
**29** Sheep employ vocalizing (4)
**30** Toast actress Reed with last of fruity wine (10)

### DOWN

**1** Where Napoleon was taken in wheelbarrows (4)
**2** Jailbird receives thrashing for bit of bread (7)
**3** "Beer," lumberjack said (5)
**4** Dad to fool Irish saint (7)
**5** Increase in business might make package delivery company fly (7)
**7** Stitches again louse up (7)
**8** Euphrates, boiling at start of summer, gets really, really hot (10)
**11** Mischievous one with *Picnic* playwright to encroach (7)
**14** Liking front of public library area (10)
**16** Kind of carpet, back in August (4,3)
**19** Collected money still lying in Paris street (7)
**20** Follow-up to the sixth part of a track meet held in silence (7)
**21** Great—an out-of-control bird (7)
**22** "Latin I"—a new language (7)
**25** What a cowboy uses to catch girl with ring (5)
**26** Hideous bad guy gains pounds (4)



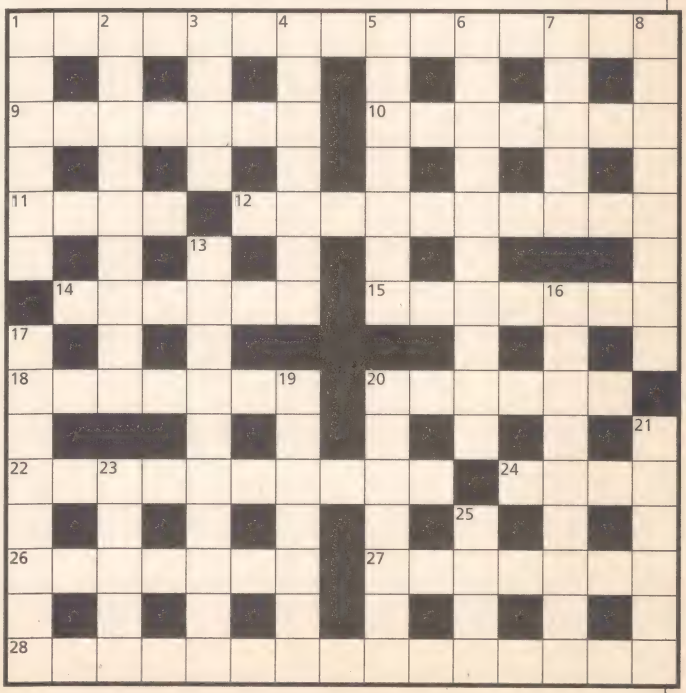
## PUZZLE 2 BY HARVEY ESTES

### ACROSS

**1** Sassy kids with trendier small people snoozing? (15)
**9** Provocative hill dweller following crazy quip (7)
**10** Farm machine and garbage truck in reverse (7)
**11** Bankrupt one in campaign (4)
**12** Explorer cried wildly about that place (4,3,3)
**14** Pontiff put one-third of Bibles in front of store (6)
**15** Desperate way to leave item on a craps table (2-2-3)
**18** Hoarse Nicaraguans smuggling deadly substance (7)
**20** Leader of group bends and gathers leftovers (6)
**22** Tenor Mario upset singing actress (4,6)
**24** Jane Austen novel repulsed me and mother (4)
**26** Recalled encounters including stylish feminist writer (7)
**27** Head of cabbage in broth's chopped up for vegetable soup (7)
**28** Leader handed net out in sewers (6,3,6)

### DOWN

**1** In show I personalized auto parts (6)
**2** Questions held by quantities of paper about yours truly (9)
**3** Appeal to one being chased, we hear (4)
**4** Leave sailor building rickety house (7)
**5** Spotted, like an unfinished cake? (7)
**6** Apes hurt owl with kid's weapon (10)
**7** Log from fallen tree holding tip of nail (5)
**8** Document destroyer is more embarrassed after hush (8)
**13** Great level of acidity turned flower large (10)
**16** Note title *Guevara* for actor (3,6)
**17** Refusal from a soldier with bit of cloth raised for troops at a fort (8)
**19** Exclamation from a Mexican auto running over a business school grad (7)
**20** Turned bondage in knots (4,3)
**21** Colorless bit in newspaper item (4,2)
**23** Topic for those people: energy (5)
**25** Principal month after the first (4)



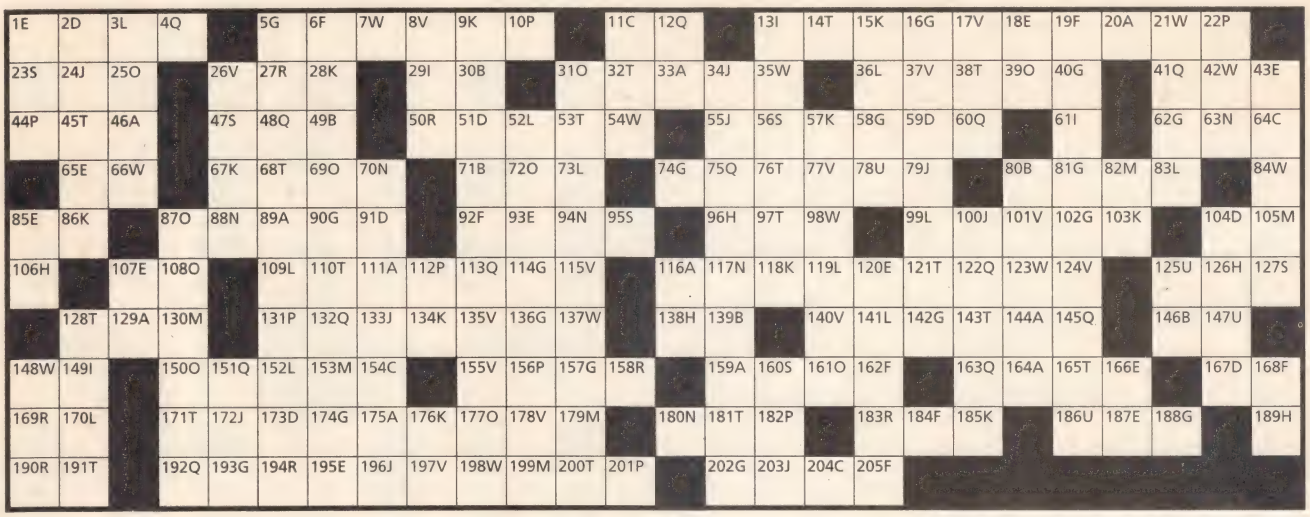
*For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES, 19 West 21st Street, New York, NY 10010.*

# DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 47




**A.** Wacky pioneer of television comedy: 2 wds.

144 89 164 33 129 175 116 111 20 159 46

**B.** Record company founded in 1959 by Berry Gordy

80 146 49 30 71 139

**C.** Stanford-Binet creation

64 204 154 11

**D.** Complete and utter nonsense

104 173 59 167 2 91 51

**E.** Fight song for the Big Ten's Badgers: 2 wds.

65 93 166 43 18 1 107 187 120 195 85

**F.** Dance area in front of the stage at a rock concert: 2 wds.

205 184 162 168 6 92 19

**G.** Longest-running music program on television: 2 wds.

193 136 16 174 81 62 114 58 74 142 40 90 102 202 5 157 188

**H.** Character who narrates *To Kill a Mockingbird*

106 189 138 126 96

**I.** Bluefin or albacore

29 13 149 61

**J.** Walter Matthau/Glenda Jackson spy comedy of 1980

203 100 196 79 34 172 55 133 24

**K.** Entertainer known as "Banjo Eyes": 2 wds.

103 15 86 57 28 118 9 176 134 67 185

**L.** 1977 Art Carney/Lily Tomlin crime movie: 3 wds.

3 36 83 141 119 170 52 109 99 73 152

**M.** Sterling North book about a raccoon

130 105 179 82 199 153

**N.** Lake considered the source of the Mississippi

88 94 180 70 117 63

**O.** Comedian with a "button-down mind": 2 wds.

150 177 87 108 25 31 72 39 69 161

**P.** Star of Word Q: 2 wds.

182 131 201 156 10 22 112 44

**Q.** Popular '50s sitcom about an English teacher: 3 wds.

122 48 113 192 132 4 145 41 75 151 12 163 60

**R.** Tolkien's work, for example

183 169 194 50 190 27 158

**S.** Astaire/Rogers film with a Berlin score: 2 wds.

127 95 47 56 160 23

**T.** Wilson Pickett's first big hit: 4 wds.

53 14 200 128 110 38 121 171 191 76 45 32 143 97 165 68 181

**U.** John Irving title character

78 186 147 125

**V.** Motto found on all U.S. coins: 3 wds.

8 140 115 101 17 135 178 37 124 197 77 26 155

**W.** Actor who won a 1995 Tony for his portrayal of Hamlet: 2 wds.

54 84 198 7 35 66 148 98 21 123 42 137

# MIND FLEXERS ★☆

BY ROSALIE MOSCOVITCH

In each of these puzzles, match each item on the left with one on the right based on similar or related meanings. The relationships are disguised by use of double meanings or altered spacing within words. For example, the answer to the first item in Puzzle 1, "Go fishing," is C, "Castanet" (cast a net). Psychology professor Morgan Worthy, who invented "Mind Flexers" to test and improve mental flexibility, says "Do not take them too seriously, and you will quickly improve at seeing the relationships." ANSWERS, PAGE 47

## PUZZLE 1

| | | |
|---|---|---|
| ___ | 1. Go fishing | A. Highchair |
| ___ | 2. Capon | B. Bum rap |
| ___ | 3. Decrease | C. Castanet |
| ___ | 4. Spanking | D. Iron |
| ___ | 5. Babysitter | E. Unopened |

## PUZZLE 2

| | | |
|---|---|---|
| ___ | 1. Downfall | A. Cell division |
| ___ | 2. Mainstay | B. Dowager |
| ___ | 3. Make a bet | C. Fashion model |
| ___ | 4. Proposer | D. Vacation cruise |
| ___ | 5. Bar | E. Molting |

## PUZZLE 3

| | | |
|---|---|---|
| ___ | 1. Step on the scale | A. Hellfire |
| ___ | 2. Cubic zirconia | B. Note |
| ___ | 3. Legit | C. Won't settle |
| ___ | 4. Dead heat | D. Walk |
| ___ | 5. Issuing | E. Shamrock |

## PUZZLE 4

| | | |
|---|---|---|
| ___ | 1. Golf course | A. Old age |
| ___ | 2. Headliner | B. Carrot |
| ___ | 3. Portend | C. Foreground |
| ___ | 4. Treats shabbily | D. Stepson |
| ___ | 5. Rust | E. Last drop of wine |

## PUZZLE 5

| | | |
|---|---|---|
| ___ | 1. Cutlass | A. Stagecoach |
| ___ | 2. Bare behind | B. Coiffeuse |
| ___ | 3. Prompter | C. Portraitist |
| ___ | 4. Appendectomy scar | D. Overtrump |
| ___ | 5. Top drawer | E. Opening line |

FOLD THIS PAGE

# THE WORLD'S MOST ORNERY CROSSWORD

BY TRIP PAYNE

## Wordworking

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 43. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 42).

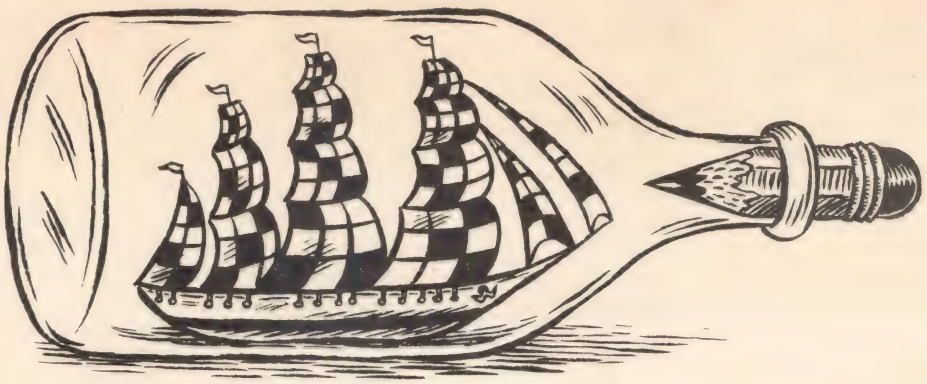
## HARD CLUES ★★★

### ACROSS

**1** Meteor
**12** They subside
**19** Daffy Duck trademark
**23** 1950 film that won six Oscars
**24** Where brothers gather
**26** Not quite never
**27** Like a jilted lover's pillows
**28** Acting as piecemaker?
**30** With 39-Across, 1994 U.S. Open winner
**31** Benjamin's seducer
**33** Flèche
**34** ___ fro
**36** Potpie morsel
**37** Rising setting
**38** Queen's subjects?
**39** See 30-Across
**40** Shipbuilding material
**42** Zero's superior
**46** Put away
**48** "___ to Extremes" (Billy Joel song)
**51** Check
**53** Exclamations from Doug and Bob McKenzie
**54** Family reunion attendees
**56** Hustler
**58** More abrupt
**60** Land Rover kin
**62** Egypt-to-India empire
**64** Theater award given by *The Village Voice*
**65** Some players' declarations
**66** Abalone of the Channel Islands
**68** Sheen
**70** Sportscaster Berman
**71** French friend
**72** ___ things (overall arrangements)
**75** Like monokinis
**77** Collections of quotations
**78** *The Last of the Mohicans* heroine
**79** Memorization methods
**81** Capital city from 794 to 1868
**82** Fool
**83** Woody Allen comedy
**86** Long-faced
**88** Scatter
**91** Fringed ___ (hothouse flower)
**93** Popular mixer
**95** Croatian, in combinations
**96** Proverbial nonlearner
**98** Actors John and Jack
**99** Ash bit
**101** Raise trivial objections
**103** *Hard Target* director John
**104** Beth's predecessor
**106** Matzo meal
**108** Market on *The Waltons*
**109** Item that makes one lightheaded?
**110** Church candle-lighter
**113** What Southern "fire-eaters" advocated
**116** Roll up
**117** Madonna's role in *A League of Their Own*
**118** Library shelving
**122** Pinch pennies
**123** Became apparent
**126** "Say It ___ So" (Irving Berlin song)
**128** Mistaken
**130** Unique chap
**131** Topographic map features
**132** Short-tailed weasel
**134** Gin mill
**136** The Red or the Black
**137** Salad bar offering
**138** Winner's place
**139** *Mad* specialty
**141** '92 film about a right-wing, folk-singing politician
**144** Lead-pipe cinch
**146** Anti-Christmas comment
**147** Cutlass, for example
**149** Bridge support
**150** Half a rural variety show
**152** Raven sound
**155** Waldo Pepper, for one
**157** Arrière-bans
**161** Early Halloween celebrant
**163** Alexander Gorsky's company
**165** Words to the reluctant
**167** Suit to ___
**168** Reduction
**169** Topping for cold sesame noodles, often
**170** Sack out
**171** Recoils from
**172** 1995 Australian Open winner

# THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK UNTIL YOU READ PAGE 41!



## EASY CLUES ★

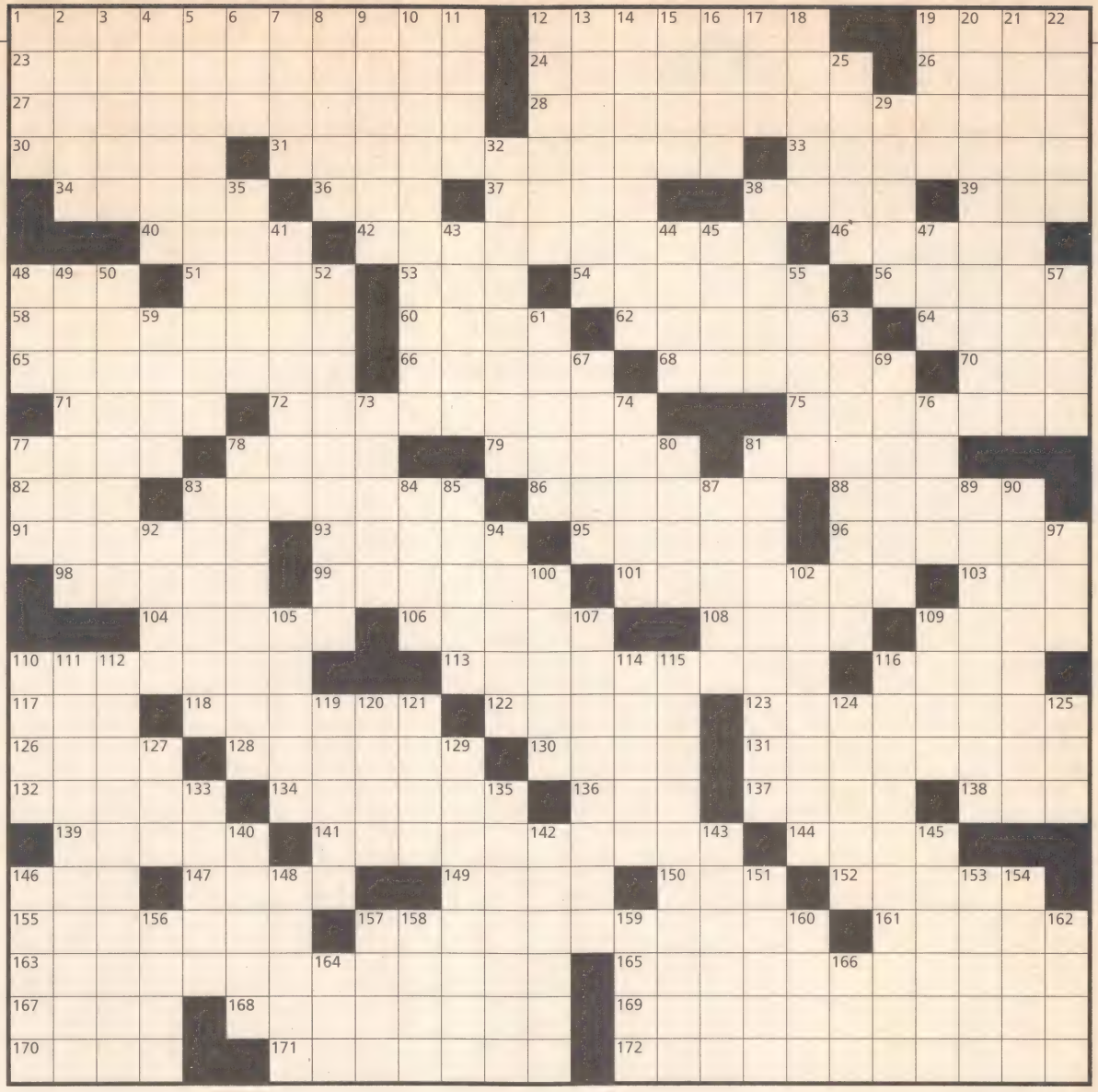
### ACROSS

**1** Wished-upon heavenly body: 2 wds.
**12** Intensity lesseners
**19** Speech problem
**23** 1950 Bette Davis film that won Best Picture: 3 wds.
**24** Buildings near abbeys
**26** Just a single time
**27** Like weepers' hankies
**28** Doling: 2 wds.
**30** Bert's *Sesame Street* pal
**31** Simon and Garfunkel song from *The Graduate*: 2 wds.
**33** Place for a church bell
**34** ___ fro: 2 wds.
**36** Small, round veggie
**37** Right, on a map
**38** Insects found in bonnets?
**39** Chicago trains
**40** Expensive furniture wood
**42** Beetle Bailey's superior: 2 wds.
**46** Mall business
**48** "Where do ___ from here?": 2 wds.
**51** Wineglass part
**53** Questioning cries, in Canada
**54** Brother's daughters
**56** *Jaws* creature
**58** More curt
**60** Army vehicle
**62** Iran, formerly
**64** Off-Broadway theater award
**65** Some bridge bids
**66** Kind of abalone (ROME R anag.)
**68** Reflected glow
**70** Author Deighton
**71** French female friend
**72** Grand ___ things (overall arrangements): 2 wds.
**75** Lacking a bikini top
**77** Literary collections (NASA anag.)
**78** Mrs. Dithers, in "Blondie"
**79** Methodical learning methods
**81** Central Japanese city
**82** Obtain
**83** Fruits that come in bunches
**86** Gravely serious
**88** Scatter about
**91** Magenta flower (CHOIRS anag.)
**93** Gin and ___
**95** Eastern European: Prefix (OVALS anag.)
**96** "You can't teach an ___ ...": 2 wds.
**98** *Lois & Clark* actor John et al.
**99** ___ block (brick's big brother)
**101** Argue about trivial points
**103** Seek the affection of
**104** First Hebrew letter
**106** Passover feast
**108** Eisenhower and Turner
**109** Angel topper
**110** Altar boy
**113** Breaking away, as in the Civil War
**116** Roll up, as a flag
**117** Actress West
**118** Orderly piles
**122** Period of time in the service
**123** Opened, as a map
**126** "___ It Romantic?"
**128** Making a mistake
**130** Unique person (NERO anag.)
**131** Land formations
**132** Brown-furred ermine (TOAST anag.)
**134** Tavern, in the Old West
**136** *20,000 Leagues Under the* ___
**137** Chopped cabbage dish
**138** Follower's suffix
**139** Piece of satire
**141** '92 Tim Robbins film: 2 wds.
**144** Pal of Crackle and Pop
**146** Scrooge's cry
**147** Cutlass Supreme's make, for short
**149** Structural support for a bridge
**150** ___ *Haw*
**152** Frog's sound
**155** Lindbergh, for one
**157** Military "report for duty" commands: 3 wds.
**161** Old Celtic priest
**163** Russian dance company: 2 wds.
**165** "Come on, have some fun!": 3 wds.
**167** Suit to ___ (be perfect): 2 wds.
**168** Lessen in quantity
**169** Scallions: 2 wds.
**170** Take a breather
**171** Really hates
**172** 1992 Wimbledon champion: 2 wds.

### DOWN

**1** Destiny
**2** On one's toes
**3** Southwestern plain (ALL ON anag.)
**4** Rodeo rope
**5** In the style of playwright Henrik
**6** "Ripley's Believe It or ___!"
**7** American island in the Pacific
**8** Lineage line (TRIPS anag.)
**9** Past, present, and future
**10** Typical guy: 2 wds.
**11** Give a new look to
**12** ___ Way (Roman road)
**13** *Death Wish* star Charles
**14** Plane-landing place
**15** Dorothy's dog
**16** Actress Moran of *Happy Days*
**17** ___ de Janeiro
**18** Taste, touch, or sight
**19** Theater section
**20** Not working
**21** Pantry sections (SELL CRUISE anag.)
**22** "For ___ sake!"
**25** Locations
**29** Birds' homes
**32** ___ process (steel-making method)
**35** Bit of information
**38** "___ you!" (sneeze response)
**41** Doesn't stop: 2 wds.
**43** Unit of heat (in NETHERMOST)
**44** On an even ___
**45** Beige
**47** Cry of discovery
**48** ___ Saud (Saudi Arabian king)
**49** Bad puns
**50** Surpass in ability
**52** The Devil: 2 wds.
**55** Watch passively: 2 wds.
**57** Berry and Griffey
**59** Hindu titles (SIRS anag.)
**61** Mexican coins
**63** Mists from spray cans
**67** Newspapers' photo sections (TORSO anag.)
**69** Baby's shaker
**73** Vietnam's capital
**74** Chops down, as a tree
**76** Tolkien's *The* ___ *of the Rings*
**77** In the past
**78** Tape deck item
**80** Chair
**81** Boxers' victories
**83** Chewy breakfast rolls (SAIL BY anag.)
**84** Landers and Sothern
**85** A pentagon has five
**87** 1008, in Roman numerals
**89** King of England, 1307–1327: 2 wds.
**90** Heavy winter clothes
**92** Make well
**94** Yields to another
**97** Sticky stuff
**100** Right-hand page (in DIRECTORIAL)
**102** Pooch shelters
**105** Bosc and Anjou
**107** Put in again
**109** Hawaiian dance
**110** Author Kingsley ___
**111** Participates in an election: 3 wds.
**112** Wine lovers
**114** Show contempt
**115** Actor David of *The River Wild*
**116** Remailing mail to a new address
**119** Tasty crustaceans
**120** Metric prefix for 1000
**121** Condescending person
**124** Coin in Cannes
**125** Clock-resetting period: Abbr.
**127** "The Way," in Eastern religion
**129** ___ *in the Mist*
**133** Bicuspid, for example
**135** Most distinguished
**140** Inundate
**142** Prepares the turkey
**143** Started a tennis point
**145** Heroine in *The Merchant of Venice*
**146** Elephant of children's books
**148** Toweled off
**151** Mideastern prince
**153** Detroit products
**154** Pottery ovens
**156** "I'd hate to break up ___": 2 wds.
**157** Supermarket vehicle
**158** Out of the wind, nautically
**159** Gymnast Korbut
**160** Mentally "all there"
**162** Arnaz of *I Love Lucy*
**164** Abbreviation in archeologists' dates (in SUBCENTRAL)
**166** Mauna ___ (macadamia nut brand)

R.J. KAUFMAN



ANSWER, PAGE 46

# HARD CLUES (CONTINUED)

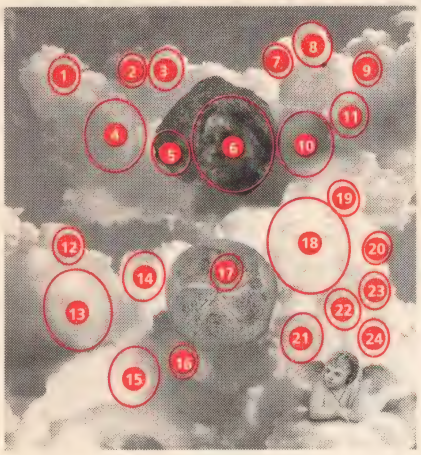
## DOWN

**1** What's in the cards
**2** Paying attention
**3** Extensive plain
**4** Cow catcher
**5** Reminiscent of *Ghosts*
**6** Cry from Wayne or Garth
**7** Largest of the Mariana Islands
**8** Line of descendants
**9** Tightens
**10** Man in the street
**11** Overhaul
**12** Way back when?
**13** He played O'Reilly in *The Magnificent Seven*
**14** Place for taxiing
**15** *Cinema Paradiso* hero
**16** Actress Gray
**17** Carnival setting
**18** Meaning
**19** Statler and Waldorf's spot on *The Muppet Show*
**20** Kaput
**21** Places for some maids
**22** Rose and Rozelle
**25** Construction zones
**29** Branch headquarters?
**32** English inventor and industrialist
**35** It's a fact
**38** Sanction
**41** Continues
**43** 1000 large calories
**44** Ship's "spine"
**45** Color of unbleached linen
**47** "What have we here?!"
**48** "Son of," to Saudis
**49** Punsters' arsenal
**50** Be superior to
**52** "The Devil and Daniel Webster" character
**55** Be passive
**57** Boy toys?
**59** Hindu titles
**61** Dough for tacos?
**63** Ozone layer depleters
**67** Sunday sections
**69** Discombobulate
**73** Tonkin's former capital
**74** Brings down
**76** Man of the manor
**77** "Long ___, in a galaxy ..."
**78** CD alternative
**80** Stock exchange membership
**81** Incredible beauties
**83** Flat rolls
**84** Harding and Wilson
**85** Points of view
**87** DIV doubled
**89** First English Prince of Wales
**90** Winter clothing
**92** Put back on one's feet again
**94** Relinquishes
**97** Maudlin sentimentality
**100** Odd-numbered page
**102** Greyhound boarding spots
**105** British tenor Sir Peter
**107** Put back
**109** Narrative dance
**110** *Time's Arrow* author Martin
**111** Participates in democracy
**112** Grape nuts?
**114** Mean mien
**115** Actor David of *Sneakers*
**116** Post office courtesy
**119** Grouchy people
**120** Smuggler's unit
**121** Elitist
**124** Vichy specie
**125** "Spring forward ..." period: Abbr.
**127** *The ___ of Pooh*
**129** *Congo* critters
**133** Place for a cap
**135** Most exalted
**140** Genesis event
**142** Sews loosely
**143** The butler did it
**145** Antonio's defender
**146** Beloved Jean de Brunhoff creation
**148** Like litchi nuts
**151** Sheik's peer
**153** Jam makers
**154** Limestone furnaces
**156** "I'd hate to break up ___"
**157** Tumbrel, e.g.
**158** How sails billow
**159** Russian saint
**160** Sound
**162** Lucie's father
**164** Bridge builder's deg.
**166** Mauna ___

PENCILWISE CONTINUES ON PAGE 48.

# ANSWERS

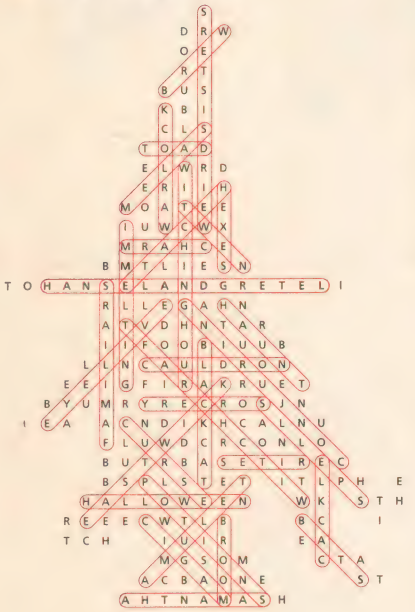
## ROCK & ROLL HEAVEN COVER



1. Sid Vicious 2. Roy Orbison 3. Keith Moon 4. John Lennon 5. Buddy Holly 6. Kurt Cobain 7. Frank Zappa 8. Jimi Hendrix 9. Janis Joplin 10. Marvin Gaye 11. Duane Allman 12. Jim Croce 13. Elvis Presley 14. Brian Jones 15. Jim Morrison 16. Bob Marley 17. Bobby Darin 18. Mama Cass Elliott 19. Harry Chapin 20. Freddie Mercury 21. Andy Gibb 22. Dennis Wilson 23. Karen Carpenter 24. Ricky Nelson

*Photos: 1—UPI/Bettmann; 3, 10, 12, 22—Globe Photos; all others Movie Star News and Jerry Ohlinger's; clouds—Image Bank*

## 26 WARTS AND ALL



## 27 PROVERBIAL RHYMES

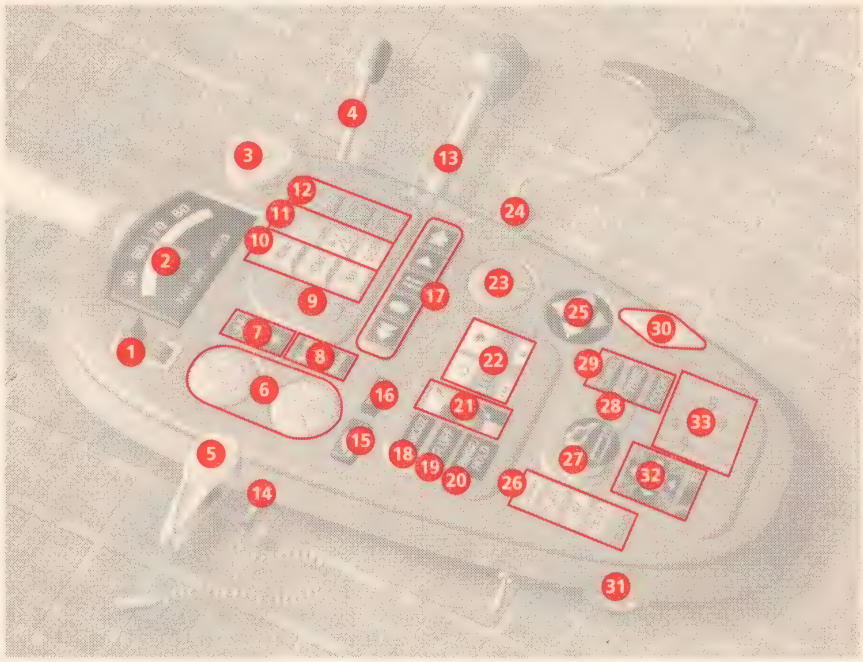
1. Haste makes waste.
2. Better safe than sorry.
3. Where there's smoke, there's fire.
4. No sooner said than done.
5. Good fences make good neighbors.
6. You can't teach an old dog new tricks.
7. Bad news travels fast.
8. People who live in glass houses should not throw stones.
9. Let sleeping dogs lie.
10. All's well that ends well.
11. Easy come, easy go.
12. Still waters run deep.

## 10 THAT OLD GANG OF MINE

| First Name | Last Name | Present Address | High School Accomplishment | Occupation |
|---|---|---|---|---|
| Abigail | Xuxux | Australia | #1 jerk on tug of war team | job hopper |
| Ben | Uglypuss | New York | originated "Bring-a-Goat-to-School-Day" | guttersnipe |
| Charlie | Quagmire | Florida | almost won tobacco spitting competition | expletive deleter |
| Dinah | Wigglewaggle | Canada | played title role in "Night of the Iguana" | couch potato |
| Eddie | Zabahba | Washington State | decorated john seats in faculty lounge | impedimentalist |
| Frieda | Scrooluce | Alaska | secretary of Mucilage Admiration Society | aggravation dispenser |
| George | Rubbadubdub | California | headed Flat Earth Society | flimflam artist |
| Helen | Vavavoom | England | played first washboard in orchestra | hog caller |
| Inez | Yeauyeau | Mexico | headed Task Force to Stamp Out Evil Cerebrals | bushwhacker |
| Jonathan | Tittletattle | Maine | president of Origami Club (until it folded) | Doppelgänger |

For a detailed solution, please send a self-addressed stamped envelope to: That Old Gang of Mine Logic, GAMES Magazine, 19 West 21st Street, New York, NY 10010.

## 18 THE UNIVERSAL REMOTE



1. Lamp (wall switch) 2. Thermostat 3. Camera (film rewind) 4. Car (windshield wiper and washer) 5. Toilet 6. Elevator (open and close door) 7. Telephone 8. Answering machine 9. Computer (on/off switch) 10. Computer keyboard (escape, control, alternate) 11. Calculator (advance paper, subtotal, clear/clear entry) 12. Car (headlights, defroster, hazard lights) 13. Car (gearshift) 14. Lamp (pull cord) 15. VCR *or* tape deck (tape eject) 16. Iron 17. VCR *or* tape deck (rewind, record, pause, play, fast forward) 18. Clock radio 19. Clothes dryer 20. Dishwasher 21. Photocopier (enlarge and reduce) 22. Camera (self-timer, flash on, zoom dial) 23. Airplane (call flight attendant) 24. Lawnmower or chainsaw (pull starter) 25. Videogame system 26. Blender 27. Car (cigarette lighter) 28. Car (window or door lock) 29. Microwave oven 30. Television (channel up and down) 31. Transistor radio (station selector) 32. Car (sideview mirror) 33. Amplifier (equalizer)

## 25 TRICK OR TREAT

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| G | H | O | S | T | S | S | T | A | I | R | S |
| R | E | C | E | N | T | C | A | N | C | E | L |
| A | A | T | A | R | O | O | S | T | S | D | I |
| P | R | I | S | O | N | W | I | L | T | E | D |
| E | T | R | O | W | E | L | D | E | V | Y | E |
| S | H | A | N | K | S | S | E | R | I | E | S |
| P | A | D | D | E | D | P | S | A | L | M | S |
| L | V | E | R | T | W | A | R | B | L | E | H |
| A | E | R | A | T | E | R | E | L | A | T | E |
| N | N | B | I | L | L | O | W | E | S | E | R |
| T | U | N | N | E | L | L | E | S | S | O | R |
| S | E | N | S | E | S | E | A | T | E | R | Y |

## 27 TOOL TIME

| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| M | E | M | O | ■ | C | I | T | E | D | ■ | P | L | O | T |
| A | V | I | D | ■ | O | L | I | V | E | ■ | L | O | G | O |
| N | I | K | E | ■ | M | O | N | E | T | ■ | E | A | R | L |
| I | C | E | ■ | L | E | V | E | L | H | E | A | D | E | D |
| A | T | H | L | E | T | E | ■ | ■ | R | L | S | ■ | ■ | ■ |
| ■ | ■ | A | U | T | O | ■ | B | O | O | K | E | N | D | S |
| L | A | M | B | S | ■ | C | L | A | N | S | ■ | A | I | L |
| O | N | M | E | ■ | S | L | A | T | E | ■ | G | I | L | A |
| O | N | E | ■ | N | E | A | R | S | ■ | B | I | L | L | Y |
| P | A | R | D | O | N | M | E | ■ | T | A | R | P | ■ | ■ |
| ■ | ■ | ■ | E | A | T | ■ | ■ | C | A | L | L | O | F | F |
| S | A | W | T | H | E | W | O | R | L | D | ■ | L | O | A |
| L | U | R | E | ■ | N | O | B | E | L | ■ | H | I | L | L |
| I | R | I | S | ■ | C | R | I | M | E | ■ | A | S | I | S |
| M | A | T | T | ■ | E | N | T | E | R | ■ | S | H | O | E |

# ANSWERS

## 20 SEEING DOUBLE

The pairs are as follows: ARMS (people's limbs and weapons); ATLAS (map book and mythical character); BANK (riverbank and piggy bank); BAT (baseball bat and flying mammal); BATTERY (car battery and artillery); BED (sleeping bed and truck bed); BEETLE *or* BUG (Volkswagen and insect); BOLT (lightning bolt and roll of cloth); BOW (front of ship and person bowing); BOWLER (hat and bowling person); BOXER (dog and Muhammad Ali); CAB (truck cab and Cab Calloway); CAT (Caterpillar bulldozer and feline); CD (compact disc and bank certificate); CHOPPER (motorcycle and helicopter); CLUB (golf and playing card); CRANE (construction equipment and bird); CREST (wave's top and coat of arms); DIAMOND (gem and baseball); FRAME (house frame and picture frame); HOSE (garden hose and golfer's socks); KEY (door key and piano key); KITTY (cat and poker pot); MOUSE (rodent and computer mouse); NAIL (fingernail and building nail); NEWT (salamander and Newt Gingrich); PALM (palm tree and palm of hand); PEN (writing implement and prison); PIPE (smoking device and drain into river); PITCHER (baseball pitcher and water pitcher); PLANT (factory and foliage); POOL (swimming pool and billiards); PUMP (high-heeled shoe and bicycle pump); ROBIN (bird and the Boy Wonder); ROCK (boulder and diamond ring); ROLL (dinner roll and toilet paper); SCALE (bathroom scale and musical notes); SOAP (bar of soap and *General Hospital*); TANK (armored vehicle and water tank); WAVE (Newt waving and wave in water)

## 29 SHARE PAIRS

1. Abbott & Costello
2. Arm & Hammer
3. Arts & crafts
4. Bait & switch
5. Beavis & Butt-head
6. *Cagney & Lacey*
7. Chapter & verse
8. *Crime & Punishment*
9. Hansel & Gretel
10. Huntley & Brinkley
11. Lerner & Loewe
12. Meat & potatoes
13. Nuts & bolts
14. Odds & ends
15. *Pride & Prejudice*
16. Rock & roll
17. Rodgers & Hammerstein
18. Romulus & Remus
19. Short & sweet
20. Thick & thin
21. Town & country
22. Tried & true
23. Ways & means
24. Wheel & deal

## 33 IDIOMAZE

1. Over the hill
2. Over the line
3. Between the lines
4. Over the air
5. Around the clock
6. Beside the point
7. Over the transom
8. Over the counter
9. Under the gun
10. Around the world
11. By the book
12. Over the top
13. Between the sheets
14. Under the counter
15. Between the ears
16. Around the block
17. Under the weather
18. Around the bend
19. Below the belt

## 28 TIMES SQUARES

**PUZZLE 1**

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | |
| | 3 | 7 | 8 | | 8 | 1 | 7 | | 6 | 1 | 4 |
| | 5 | 2 | 1 | | 7 | 4 | 3 | | 8 | 2 | 9 |
| | 1 | 9 | 4 | 7 | 2 | 6 | | 8 | 1 | 4 | 5 |
| | | | 3 | 5 | | | 4 | 3 | 2 | | |
| | 2 | 4 | | 3 | 7 | 8 | 1 | | 3 | 6 | 9 |
| | 5 | 9 | 8 | | 1 | 3 | 2 | | 4 | 1 | 8 |
| | 1 | 5 | 6 | | 4 | 5 | 8 | 9 | | 2 | 3 |
| | | | 4 | 9 | 2 | | | 3 | 8 | | |
| | 8 | 1 | 5 | 2 | | 6 | 4 | 2 | 3 | 7 | 8 |
| | 3 | 8 | 9 | | 4 | 9 | 8 | | 4 | 3 | 9 |
| | 6 | 2 | 3 | | 3 | 2 | 5 | | 1 | 2 | 4 |

**PUZZLE 2**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | 9 | 2 | 3 | 1 | | 8 | 4 | 2 | | 8 | 2 |
| | 2 | 6 | 1 | 4 | | 1 | 6 | 3 | | 6 | 3 |
| | | | 6 | 8 | 4 | 5 | 1 | | 8 | 4 | 1 |
| | 1 | 9 | | 2 | 1 | 9 | | 2 | 9 | 1 | 6 |
| | 8 | 6 | 3 | | 5 | 2 | 1 | 3 | 4 | | |
| | 3 | 2 | 1 | 4 | 8 | | 2 | 7 | 6 | 8 | 3 |
| | | | 2 | 1 | 6 | 7 | 3 | | 7 | 9 | 4 |
| | 3 | 6 | 4 | 9 | | 2 | 6 | 3 | | 1 | 8 |
| | 2 | 3 | 8 | | 3 | 1 | 4 | 8 | 2 | | |
| | 1 | 8 | | 8 | 2 | 5 | | 4 | 8 | 7 | 2 |
| | 4 | 9 | | 3 | 4 | 9 | | 1 | 3 | 2 | 8 |

## 30 PENCIL POINTERS

| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | T | | | | | R | | A | | | | T | | W |
| | H | A | L | L | O | W | E | E | N | P | A | R | T | Y | | P | T | A |
| | E | L | A | I | N | E | | P | U | P | | E | A | R | P | L | U | G |
| | W | A | K | E | U | P | C | A | L | L | | A | B | A | L | O | N | E |
| D | I | M | E | | S | T | A | P | L | E | | S | O | N | A | T | A | S |
| | C | O | P | S | | | T | E | A | S | P | O | O | N | S | | | |
| | K | D | L | A | N | G | | R | N | A | | N | | O | T | H | E | R |
| S | E | E | A | B | O | U | T | | D | U | D | S | | S | E | I | N | E |
| | D | | C | O | T | T | A | | V | C | R | | P | A | R | T | O | N |
| | W | A | I | T | S | | S | H | O | E | S | | R | U | S | T | L | E |
| | I | N | D | | O | P | T | | I | | E | V | E | R | | H | A | W |
| | T | E | N | S | | E | Y | E | D | | U | N | S | U | R | E | | |
| | C | R | E | T | I | N | | L | | T | S | E | | S | U | R | G | E |
| S | H | A | W | L | S | | L | E | W | I | S | C | A | R | R | O | L | L |
| | O | | Y | A | M | | I | V | A | N | | K | | E | | O | A | K |
| | F | L | O | W | E | R | S | | R | E | D | S | O | X | | F | R | O |
| | T | E | R | R | | E | L | A | P | S | E | | U | | | | E | |
| S | H | A | K | E | A | L | E | G | | | L | I | S | T | L | E | S | S |
| | E | | | N | A | Y | | E | S | S | E | N | T | I | A | L | | A |
| | W | A | T | C | H | | A | D | A | M | | N | | P | U | M | A | S |
| | E | P | E | E | I | S | T | | R | I | L | E | S | | R | I | C | H |
| | S | I | L | | N | U | T | | A | L | E | R | T | | E | R | I | E |
| | T | E | L | E | G | R | A | P | H | E | D | | S | A | L | A | D | S |

## 31 THE GAG'S ALL HERE

| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| L | A | R | A | | E | T | T | A | S | | P | I | T | S |
| U | S | E | R | | G | A | R | N | I | | R | O | O | K |
| T | H | E | B | I | G | B | A | G | T | H | E | O | R | Y |
| Z | E | L | I | G | | L | Y | E | | A | T | O | N | E |
| | | | T | O | T | E | | L | I | R | A | | | |
| | T | H | E | R | I | T | E | O | F | S | P | R | I | G |
| B | O | E | R | | P | O | T | | S | H | E | A | V | E |
| A | N | T | | | | P | H | S | | | | B | O | N |
| S | T | U | M | P | S | | I | T | S | | M | I | R | E |
| H | O | P | A | L | O | G | C | A | S | S | I | D | Y | |
| | | | N | A | T | O | | R | E | A | R | | | |
| A | T | B | A | T | | O | A | T | | K | A | P | P | A |
| S | W | I | G | H | I | G | H | S | W | I | G | L | O | W |
| T | I | D | E | | R | O | S | I | E | | E | I | R | E |
| A | G | E | S | | A | L | O | N | E | | S | E | E | D |

## 36 REVENGE OF FRACTURED FLICKS

The word from the original title is in parentheses:

1. *Adam's Bib* (*Rib*)
2. *Mouse Party* (*House*)
3. *Beverly Hills Cow* (*Cop*)
4. *Sheepless in Seattle* (*Sleepless*)
5. *Blazing Paddles* (*Saddles*)
6. *Lather of the Bride* (*Father*)
7. *Aerial Mom* (*Serial*)
8. *Little Pig Man* (*Big*)
9. *Groundhog Dad* (*Day*)
10. *The Jungle Cook* (*Book*)
11. *Pullets Over Broadway* (*Bullets*)
12. *The Hound of Music* (*Sound*)

## 54 SCREAM TEST

**About the Author**

1. c
2. d
3. *The Dark Half*
4. d
5. a
6. The American Express card
7. *Danse Macabre*, about the horror genre, is his only work of nonfiction.
8. c (By the way, King's crossword appeared in the October 1983 issue.)

**Trapped!**

1-b, 2-c, 3-a, 4-d, 5-f, 6-e

**King Kids**

1. *Stand by Me*
2. *Silver Bullet*
3. *Firestarter*
4. *Cujo*
5. *The Dark Half*
6. *The Shining*

**What's the Story?**

1. a and d
2. *Carrie*
3. The novels are *It*, *'Salem's Lot*, *The Stand*, and *The Tommyknockers*. The novella is *The Langoliers*.
4. b (The Overlook is based on the Stanley Hotel in Estes Park, Colorado.)
5. *Pet Sematary*
6. c
7. Kathy Bates, as Annie Wilkes in *Misery*
8. *Dolores Claiborne*
9. Morgan Freeman, as Red in *The Shawshank Redemption*
10. d
11. JERU
12. e
13. *The Body*
14. Rob Reiner; Castle Rock
15. Pennywise, the Clown from *It*

**Wicked Whiches**

1-f, 2-g, 3-e, 4-c, 5-a, 6-b, 7-d

**Judging by Their Covers**

1. *It*
2. *Gerald's Game*
3. *Pet Sematary*
4. *The Dark Tower: The Gunslinger*
5. *The Dead Zone*
6. *Needful Things*
7. *Rose Madder*
8. *Carrie*

*King Kids photos: 1, 3—Jerry Ohlinger's; 2, 5, 6—Photofest; 4—Globe Photos*

# ANSWERS

## 39 CRYPTIC CROSSWORD 1

**ACROSS**

1 Eucalyptus (Eu + C + Al + Y + Pt + U + S)
6 Ares (Aries)
9 Brought (hot grub)
10 Stick up (sup + tick)
12 Termini (shorTER MINIskirts)
13 Prior (two meanings)
15 Ransack (ran + sack)
17 Genesee (Gene + see)
18 Forceps (force + P.S.)
21 T.S. Eliot (Lottie's)
23 Rover (R + over)
24 Vanilla (villa + an)
27 Nonagon (noon + nag)
28 Gashing (gag + shin)
29 Ewes (use)
30 Chardonnay (char + Donna + y)

**DOWN**

1 Elba (wheELBArrows)
2 Crouton (con + rout)
3 Lager (logger)
4 Patrick (pa + trick)
5 Upswing (UPS + wing)
7 Reknits (stinker)
8 Superheats (Euphrates + s)
11 Impinge (imp + Inge)
14 Preference (p + reference)
16 Area rug (rear + Aug.)
19 Revenue (even + *rue*)
20 Seventh (event + sh)
21 Tanager (great an)
22 Italian (Latin I a)
25 Lasso (lass + O)
26 Ugly (guy + L)

## 39 CRYPTIC CROSSWORD 2

**ACROSS**

1 Whippersnappers (w + hipper + S + nappers)
9 Piquant (ant + quip)
10 Tractor (rot + cart)
11 Ruin (I + run)
12 Eric the Red (cried + there)
14 Bishop (Bi + shop)
15 Do-or-die (door + die)
18 Arsenic (hoARSE NICaraguans)
20 Gleans (g + leans)
22 Rita Moreno (tenor Mario)
24 *Emma* (me + ma)
26 Steinem (meets + in)
27 Borscht (c + broth's)
28 Needle and thread (leader handed net)

**DOWN**

1 Wipers (shoW I PERSonalized )
2 Inquiries (in + quires + I)
3 Pray (prey)
4 Rattrap (part + tar)
5 Noticed (not iced)
6 Peashooter (apes + hooter)
7 Enter (tree + n)
8 Shredder (redder + sh)
13 Phenomenal (pH + anemone + L)
16 Don Ameche (do + name + Che)
17 Garrison (no, sir + rag)
19 Caramba (car + a + MBA)
20 Gone bad (bondage)
21 Want ad (wan + tad)
23 Theme (them + E)
25 Arch (March – M)

## FAKE AD

The Fake Advertisement announced in the Table of Contents is for PETSA and appears on page 60. *By Amy Goldstein. Photos: Dog—Frank Siteman/Tony Stony Images; cat—Animals Animals/© Richard Kolar*

## 31 THE I'S HAVE IT

1. Miniskirt
2. Hitchhiking
3. Rin Tin Tin
4. Pink slip
5. Fighting Irish
6. Missing link
7. Civil rights
8. Skim milk
9. Night shift
10. Film critic
11. Switch-hitting
12. *First Knight*
13. Slim pickings
14. String bikini

## 32 BODY BUILDING

| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | D | A | M | S | A | P | P | L | E | | | C | T | H | U | M | B |
| B | | O | | | | A | | | | | | I | | | V | | L |
| D | U | R | A | M | A | T | E | R | | P | A | L | M | | | U | | A |
| O | | T | | A | | E | | | A | | | I | | | | L | | D |
| M | | A | | X | | L | A | C | R | I | M | A | L | G | L | A | N | D |
| E | | | | I | | L | | | T | | I | | | | I | | | E |
| N | A | V | E | L | | A | P | P | E | N | D | I | X | | G | | | R |
| | | E | | L | | | | | R | | R | | | | A | R | M | |
| P | I | N | E | A | L | B | O | D | Y | | | I | L | I | U | M | | |
| | | A | | | | | | | | F | | | | | E | | | C |
| S | A | C | R | O | I | L | I | A | C | | F | | T | | N | A | P | E |
| T | | A | | | N | | | | | | | I | | | T | | | R |
| E | | V | | I | N | T | E | S | T | I | N | E | S | | S | | | E |
| R | E | A | R | | E | | | C | | | | S | | | S | | R | I | B |
| N | | | | | R | O | T | A | T | O | R | C | U | F | F | | | E |
| U | | | H | | E | | | P | | | A | | E | | E | | | L |
| M | E | T | A | T | A | R | S | U | S | | | D | | | M | | | L |
| | Y | | I | | R | | | L | | | I | | | | U | | | U |
| H | E | A | R | T | | | | A | | D | I | A | P | H | R | A | G | M |

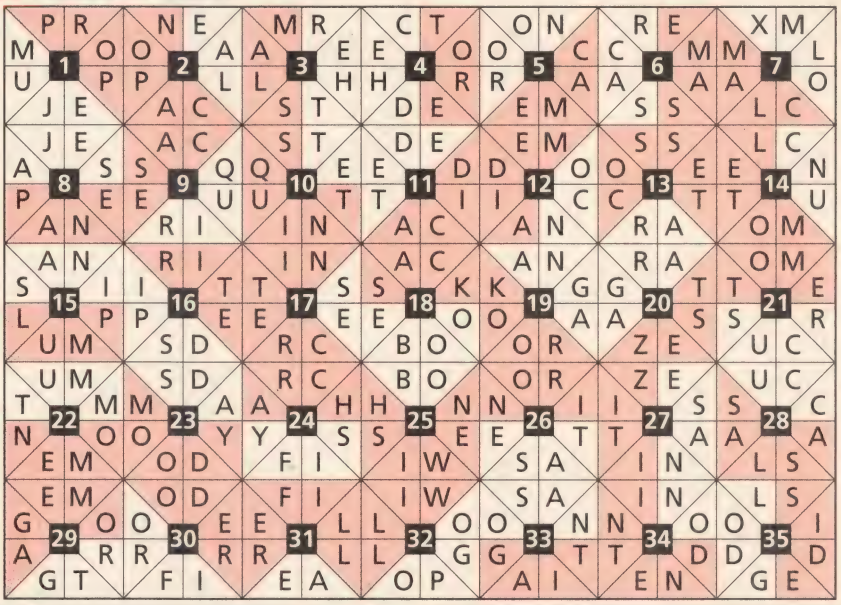
## 22 LET IT RIDE

A—Junction 1
B—Junction 2
C—Junction 1
D—Junction 2
E—Junction 3
F—Junction 3
G—Junction 2
H—Junction 1

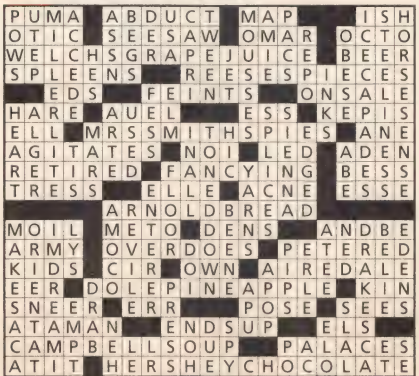
## 34 DSZQUPHSBNT!

1. CRYPTOON. You hate waiting till sundown? I mistakenly bit a werewolf's neck—now I can't come out till the next full moon!
2. CONSTRUCTIVE CRITICISM. Any jackass can kick a barn door down, but it takes a carpenter to build one.—Sam Rayburn
3. SALES TACTICS. A marketing report says people are most likely to purchase an item marked "Sorry, only four per customer."
4. A SINGLE STEP. Cabbie, when asked for quickest route to a meeting atop the Sears Tower, tells passenger, "Take the elevator."
5. SAFE, BUT SOUND? Guards at Los Angeles International Airport hardly inspire maximum confidence with badges saying "LAX Security."
6. TOP STORY. The best newsmen keep themselves steel-edged yet even-tempered, even when the week's events get berserk.
7. DAMN SPOT! Compulsively hygienic printer, seeking psychiatric help, shrieks hysterically during routine inkblot test.

## 38 PIECES OF EIGHT



## 35 CELEBRITY PICNIC



## 41 WORDWORKING

# ANSWERS

## 40 DOUBLE CROSS

A. ERNIE KOVACS
B. MOTOWN
C. TEST
D. HOGWASH
E. ON WISCONSIN
F. MOSH PIT
G. AMERICAN BANDSTAND
H. SCOUT
I. TUNA
J. HOPSCOTCH
K. EDDIE CANTOR
L. THE LATE SHOW
M. RASCAL
N. ITASCA
O. BOB NEWHART
P. EVE ARDEN
Q. OUR MISS BROOKS
R. FANTASY
S. TOP HAT
T. IN THE MIDNIGHT HOUR
U. GARP
V. E PLURIBUS UNUM
W. RALPH FIENNES

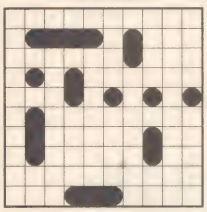
Cats appear to understand the use to which human beings put their things. A cat of ours who brings mice and birds into the house has on several occasions put her victims on plates or in bowls. Many cats know what doorknobs are for and can manipulate them.—E(lizabeth) M(arshall) Thomas, *The Tribe of Tiger*

## 41 MIND FLEXERS

| #1 | #2 | #3 | #4 | #5 |
|---|---|---|---|---|
| 1. C | 1. E | 1. B | 1. C | 1. B |
| 2. E | 2. D | 2. E | 2. A | 2. D |
| 3. D | 3. B | 3. D | 3. E | 3. A |
| 4. B | 4. C | 4. A | 4. D | 4. E |
| 5. A | 5. A | 5. C | 5. B | 5. C |

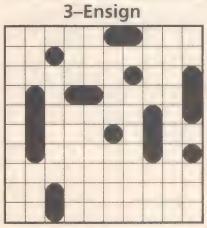
## 48 BATTLESHIPS

1–Seaman

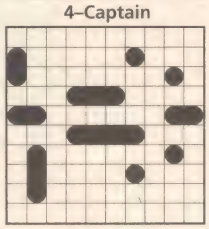


2–Petty Officer

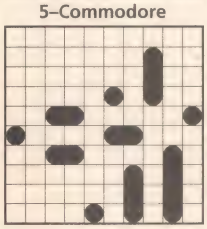
3–Ensign



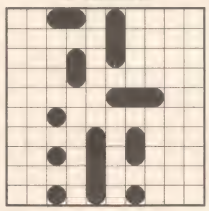
4–Captain



5–Commodore



6–Admiral



## 72 MASK-ARRAYED

*Top shelf:*
The Unknown Comic
Jason of the *Friday the 13th* movies
The Green Hornet
*Middle shelf:*
Captain America
The Lone Ranger
Geordi LaForge of *Star Trek: The Next Generation*
Catwoman of *Batman Returns*
*Bottom shelf:*
The Phantom of the Opera
The X-Man Wolverine
The Teenage Mutant Ninja Turtle Raphael
Zorro
Robocop

# WILD CARDS

## 69 MORE IS LESS

Maria (Marcia)

## 69 PIDGIN 101

1–a, after a while
2–f, goose bumps
3–i, money
4–h, marvelous
5–j, nuisance
6–l, son
7–m, superior
8–d, don't get upset
9–b, another
10–o, victory
11–k, snow cone
12–n, thongs
13–c, dirty look
14–g, gossip
15–e, good-for-nothing

Adapted from Words, Ltd., Molokai, HI 96742

## 69 WEDDING DAZE

Leo, a salesman and Toad, is married to Tina, a Chameleon.
Melvin, a farmer and Fox, is married to Sarah, a Toad.
Nick, a teacher and Chameleon, is married to Rita, a Fox.
Patrick, a doctor and Fox, is married to Ursula , a Toad.

## 69 GETTING PERSONAL

Ewe (you) and eye (I).

## 69 SPLIT WORDS

1. pan, try, pantry
2. am, used, amused
3. all, owed, allowed
4. ad, dress, address
5. fat, her, father
6. read, just, readjust
7. part, ridge, partridge
8. men, tally, mentally
9. off, ice, office
10. leg, end, legend

## 71 TRIPLE DOUBLES

1. Bill Russell
2. Carroll O'Connor
3. Emmett Kelly
4. Annette Funicello
5. Pee Wee Reese
6. Dashiell Hammett
7. Jimmy Buffett
8. Billy Dee Williams
9. Cass Elliott
10. Eddie Rabbitt
11. Johnny Weissmuller
12. Isabella Rossellini
13. Penn Jillette
14. Snoop Doggy Dogg

## 70 STAYING IN CHARACTER

Cybill (Cybill Sheridan played by Cybill Shepherd on *Cybill*)
Dave (Dave Nelson played by Dave Foley on *NewsRadio*)
Ellen (Ellen Morgan played by Ellen DeGeneres on *Ellen*)
Fran (Fran Fine played by Fran Drescher on *The Nanny*)
Jerry (Jerry Seinfeld played by Jerry Seinfeld on *Seinfeld*)
John (John Hemingway played by John Larroquette on *The John Larroquette Show*)
Mark (Mark Cooper played by Mark Curry on *Hangin' With Mr. Cooper*)
Martin (Martin Payne played by Martin Lawrence on *Martin*)
Paul (Paul Buchman played by Paul Reiser on *Mad About You*)
Roseanne (Roseanne Conner played by Roseanne on *Roseanne*)
Tim (Tim Taylor played by Tim Allen on *Home Improvement*)
Will (Will Smith played by Will Smith on *The Fresh Prince of Bel Air*)

## 70 TITLE MATCH

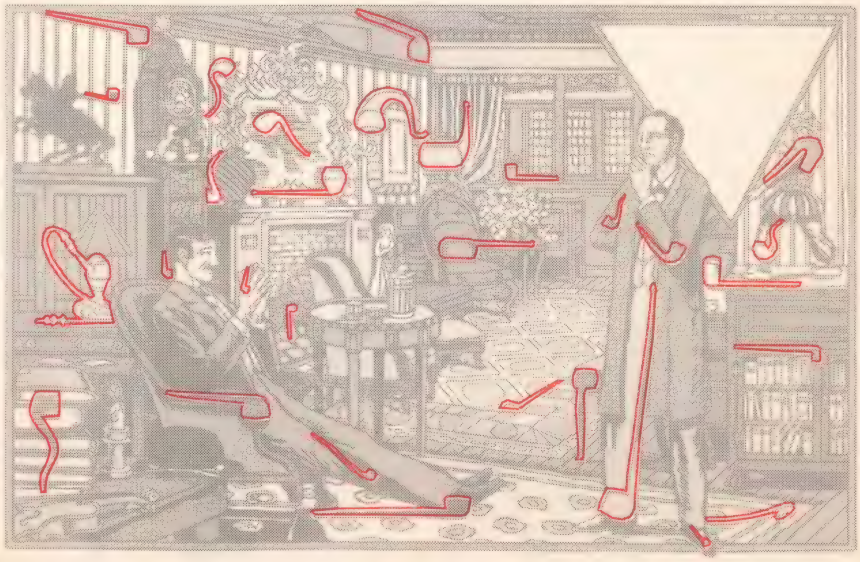
1–o, *Watch the Skies*
2–i/j, *Riders on the Storm*
3–h, *A Power Tool Is Not a Toy*
4–a, *A Boy's Life*
5–f, *The Irish Story*
6–c, *Concierge*
7–k, *Teenie Weenies*
8–d, *Cop Gives Waitress $2,000,000 Tip*
9–e, *The Greatest Gift*
10–n, *Tokyo Diamond*
11–i/j, *Riders on the Storm*
12–m, *$3,000*
13–g, *Kicking the Habit*
14–l, *Three Rivers*
15–b, *Coma Guy*

## 71 ODD-ITION PROBLEM

Matthew's house number is 41. The end house's number is 57. The memorized number is 441.

## 52 UP IN SMOKE

The 30 pipes are shown below:



# BATTLESHIPS ★☆

BY PETER GORDON & MIKE SHENK

The six puzzles on this page are solitaire versions of the classic paper-and-pencil game of Battleships. Each grid represents a section of ocean in which the entire fleet is hiding. This fleet consists of one battleship (four grid squares in length), two cruisers (each three squares long), three destroyers (each two squares long), and four submarines (one square each). The ships may be oriented either horizontally or vertically, and no two ships will occupy adjacent grid squares, *even diagonally*. The digits along the right side of and below the grid indicate the number of grid squares in the corresponding rows and columns that are occupied by vessels.

In each of the puzzles below, one or more shots have been taken to start you off. These may show water (indicated by wavy lines), a complete submarine (a circle), or the middle (a square) or the end (a rounded-off square) of a longer vessel. The puzzles get harder as you go. Only Battleships geniuses will reach the rank of admiral by finding all the fleets.

ANSWERS, PAGE 47

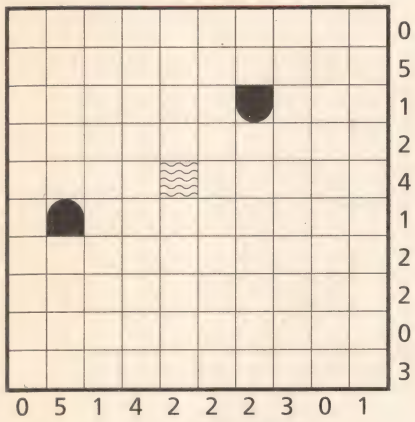
Water

Middle of a ship (will continue either left and right or up and down)

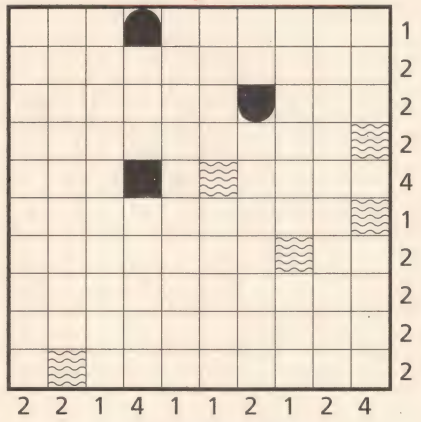
Submarine

End of a ship (will continue in the direction of the flat side)

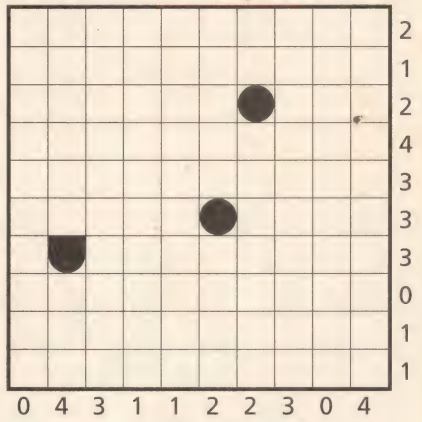
## 1–Seaman



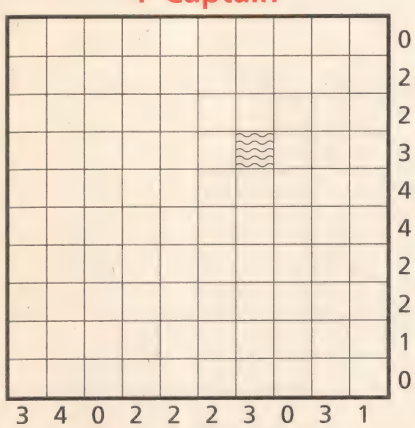

## 2–Petty Officer



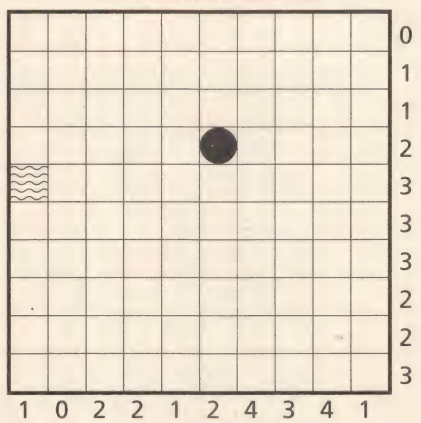

## 3–Ensign



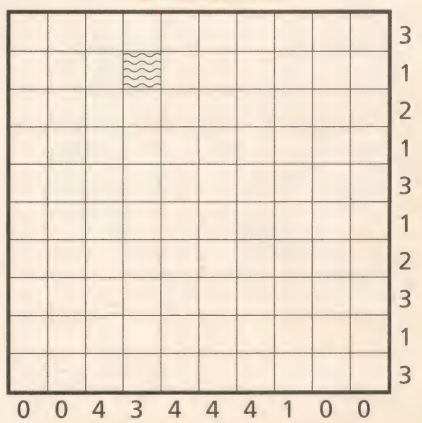

## 4–Captain




## 5–Commodore




## 6–Admiral



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# GAMES

*The Magazine for Creative Minds at Play*

©

*Answer:*
*"Share Peace & Love"*

# PENNYWISE

## THE STRATEGY GAME OF COMMON CENTS

by sid sackson

This original, two-player game was inspired by Nim—the popular game, played with piles of objects, that was invented by mathematician Charles Bouton in 1902.

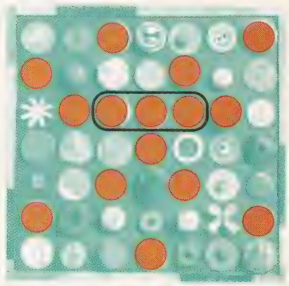
**EQUIPMENT** The board below and 49 pennies (or other small objects)

**SETUP** Place one penny on each of the 49 spaces (shown as objects) below. Each player then chooses one penny anywhere on the board and removes it, leaving 47 pennies.

**PLAY** Each player, in turn, removes either **two** or **three** pennies from the board. The pennies removed during a turn must all lie in a single horizontal or vertical line, with no empty spaces separating them.

**OBJECT** The last player to be able to take a turn wins.

**EXAMPLE** In this position, removal of the circled pennies leaves only isolated single pennies on the board, ending the game.



**STRATEGY TIP** Try to create a position in which the remaining pennies are divided into two disconnected groups of the same shape. Then mimic your opponent: Whatever pennies he or she removes from one group, make an equivalent play in the other group, and you'll be sure to get the last turn.

GAME BOARD BY DAVID POHL

JHW

# Up in Smoke

By Lars Hokanson & Frances Cichetti

Sherlock Holmes is pondering his latest case—the perplexing puzzle of the purloined pipes. The culprit, as he will doubtless determine in short order, is none other than the faithful Dr. Watson, who has carefully hidden Holmes's 30 pipes right in this sitting room to keep the great detective from pursuing his disagreeable habit. Finding them all is no lead-pipe cinch—how good a smoke detective are you?

ANSWERS, PAGE 47

★☆

# SCREAM TEST
## A Stephen King Quiz for Halloween

BY JOHN CHANESKI

Stephen King, considered by many to be the modern master of horror, has been thrilling and chilling us for over 20 years. "Writing is necessary for my sanity," he has said. "I can externalize my fears and insecurities and night terrors on paper." Of course, he also lives to scare the hell out of people. So find a nice dark corner and test your knowledge of all things King. Give yourself a point for each correct answer, unless otherwise indicated, for a possible total of 55. Count yourself a truly loyal fan if you score more than 45!

ANSWERS, PAGE 45

★☆

## About the Author

**1.** "Write what you know," they say. Most of King's stories take place in the state he knows and loves best. Which is it?
a. New Jersey
b. California
c. Maine
d. Wisconsin
e. Alabama

**2.** Early in his career, the prolific King found that his publishers wouldn't issue more than one book a year under his name. To overcome this obstacle, he adopted a pen name unknown to the public until his fifth novel under that name was published. What is the pseudonym?
a. Donald Westlake
b. Clive Barker
c. T. Coraghessan Boyle
d. Richard Bachman
e. Jack Torrance

**3.** When King was finally exposed and his literary double life came to an end, he used the experience as inspiration for what book, later made into a movie?

**4.** Which one of these did not or does not exist?
a. A Broadway musical based on the novel *Carrie*
b. A limited-edition book by King, *My Pretty Pony*, that retailed for $2,200 and was bound in stainless steel
c. A King-directed movie, *Maximum Overdrive*
d. A Stephen King lunchbox
e. A pamphlet titled "Teacher's Manual: Novels of Stephen King"

**5.** King has played rhythm guitar for a traveling band consisting almost entirely of authors. What was it called?
a. The Rock Bottom Remainders
b. The Penguin Classics
c. The Cliffnotes
d. Book
e. Dostoyevsky's Complaint

**6.** King acted in a Poe-esque TV commercial, in which he said "When I'm not recognized, it just kills me." What was the product?

**7.** What makes King's book *Danse Macabre* unique?

**8.** Which one of the following is *not* true of Stephen King?
a. He owns a radio station.
b. He once provided the clues for a GAMES crossword.
c. He has won an Olympic bronze medal in fencing.
d. He lives in a reportedly haunted Victorian mansion.
e. He was once arrested for stealing highway traffic cones.

### TRAPPED!

Several of King's novels and novellas deal with people trapped in a particular place for much of the story. Can you match the title to the place? *(1 point each)*

1. *Cujo*
2. *The Eyes of the Dragon*
3. *Gerald's Game*
4. *The Langoliers*
5. *The Mist*
6. *Rita Hayworth and Shawshank Redemption*

a. A bed
b. A car
c. A castle tower
d. A plane
e. A prison
f. A supermarket

## King Kids

Stephen King, father of three, has created many memorable child characters. Can you identify which King-inspired movies featured the kiddies shown? *(1 point each)*

1

2

3

4



BOOK PHOTOGRAPH BY WALTZER AND WALTZER

# What's the Story?

**1.** Which two of the following are the most frequent occupations of King's main characters?
a. Writer
b. Doctor
c. Shopkeeper
d. Teacher
e. Unskilled laborer

**2.** What was the first King novel to be published, as well as the first to be made into a movie?

**3.** Four novels and a novella so far have been transmogrified into TV miniseries. What are they? *(1 point each)*

**4.** Name the haunted mountaintop resort in *The Shining*.
a. The Stanley
b. The Overlook
c. Mount Airy Lodge
d. The Otranto
e. Le Versailles

**5.** Which King novel contains an intentional misspelling in its title?

**6.** What kind of car was Christine?
a. A 1963 Ford Mustang
b. A 1958 Nash Rambler
c. A 1958 Plymouth Fury
d. A 1965 Dodge Dart
e. A 1953 Cresswell

**7.** What actress won an Academy Award for her performance in a movie based on a Stephen King novel?

**8.** In what 1995 King-based movie did the same actress star?

**9.** What actor recently earned an Academy Award nomination for his performance in a movie based on a Stephen King novella?

**10.** In *Firestarter*, Charlie McGee is forcibly "recruited" by a sinister government agency known as which one of the following?
a. The Company
b. Lot Six
c. SEK
d. The Shop
e. Black Sunday

**11.** What letters are represented by the first apostrophe in the title *'Salem's Lot*?

**12.** Which two U.S. cities become the encampments of good and evil in *The Stand*?
a. Portland, Oregon, and Miami Beach, Florida
b. Los Angeles, California, and New York, New York
c. Hoboken, New Jersey, and Truth or Consequences, New Mexico
d. Alexandria, Virginia, and Derry, Maine
e. Boulder, Colorado, and Las Vegas, Nevada

**13.** What autobiographical novella was the basis for the movie *Stand by Me*?

**14.** The director of *Stand by Me* named his own production company after the fictional town in which many of King's stories take place. Who is he, and what is the name of the town? *(1 point each)*

**15.** Which monstrous character shares its name with a feature in this very issue of GAMES?

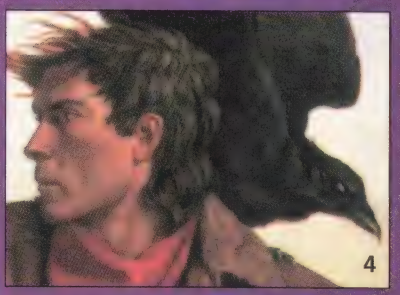
## WICKED WHICHES

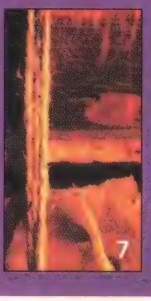
Can you match the villain to the book in which he or she appears? *(1 point each)*

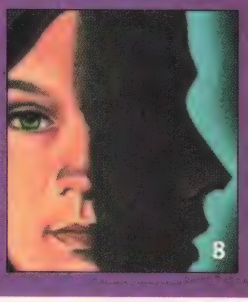
| | |
|---|---|
| 1. Barlow | a. *The Dark Half* |
| 2. Randall Flagg | b. *The Dead Zone* |
| 3. Leland Gaunt | c. *Firestarter* |
| 4. John Rainbird | d. *Misery* |
| 5. George Stark | e. *Needful Things* |
| 6. Greg Stillson | f. *'Salem's Lot* |
| 7. Annie Wilkes | g. *The Stand* |

# Judging by Their Covers

Can you identify which Stephen King books featured these pieces of cover art? *(1 point each)*





★★★

## A GAMES Contest

# RACK YOUR

by R. Wayne Schmittberger

SCRABBLE® is a registered trademark of Hasbro, Inc., manufacturer of the SCRABBLE® Brand Crossword Game.

# BRAINS

**Grand Prize**
SCRABBLE: The Classic Collector's Edition*
**10 Runner-Up Prizes**
A GAMES T-shirt

## WHEN YOU'RE PLAYING

Scrabble, does it drive you crazy when your opponent unwittingly blocks your best play? Or when you go three games without drawing an S or a blank? If so, this solitaire challenge may be a cure for years of frustration. In this contest you get to make five moves in a row without interference—and you even have some control over what tiles you draw.

You start with an empty rack and the game position shown. The string of letters running around these two pages is your pool of letters. To fill your first rack, draw one letter at a time from **either end** of the string until you have seven tiles. You may draw all seven tiles from one end of the string, or some from each—it's up to you. Keep track of which tiles have been drawn, and mentally remove them from the string for the rest of the game.

Once you have your first rack, make a play on the board—beginning with the position that is shown—as you would in a regular Scrabble game. Then draw just enough new tiles to bring your rack back up to seven tiles—always picking from either or both ends of the string. (As in a regular game, tiles in your rack that you do not play during one turn remain in your rack for the next turn.) Note that the ends of the string change each turn, as tiles drawn previously are no longer available.

Repeat this procedure until you have taken a total of five turns. Each turn is played based on the new board position created by your previous move. If you wish to spend a turn discarding some or all of your tiles and drawing new ones, you may do so, but your score for that turn is zero. Add up your score for all five turns, and that's your score for the contest.

### Additional Rules

All rules of scoring and word formation are as in Scrabble Brand Crossword Game. We assume most readers are familiar with these rules, but it may be worth keeping the following points in mind:

1. All tiles played in a single turn must lie along a straight line, either horizontal or vertical, and all words formed must read either across or down, as in a crossword puzzle.
2. At least one of the tiles played in a turn must border on at least one tile that was already on the board before the turn.
3. A blank can be used as any letter of the alphabet, but it must be used as the same letter in both directions if it falls at the intersection of a horizontal and a vertical word.
4. The point value of each tile is the number appearing on its face (blanks have a point value of zero). The score for a turn is the sum of the point values of all tiles in all words newly formed in that turn (including tiles previously placed on the board that have become part of the new word or words), plus any bonuses for premium squares and/or for using all seven tiles. Any tile whose placement forms two words at once (one horizontal, one vertical) scores separately for each word.
5. A premium square counts only in the turn during which it is covered. If two words are formed simultaneously and intersect at a premium square, the premium square counts in both directions. If a word covers more than one double or triple word square in the same turn, the point value of the word is multiplied by 2 or by 3, as the case may be, as many times as the number of such squares covered that turn.
6. If all seven tiles in a rack are used in a turn, a 50-point bonus is added to the score. This bonus is never increased even if the word covers one or more double or triple word squares on that turn.

### Acceptable Words

Words are acceptable if they appear in *The Official Scrabble Players Dictionary* (2nd Edition), either as main entries or as inflected forms. In addition, words of nine or more letters are acceptable if they are recognized by *Merriam-Webster's Collegiate Dictionary* (10th Edition), where each word must either be listed in lowercase boldface or be an inflected form of a lowercase boldface entry. Comparative and superlative forms of adjectives are acceptable only if specified after a boldface entry, but noun plurals and verb forms are acceptable if clearly implied by the inflectional patterns of related words. A word is unacceptable if it (1) is composed of two or more component parts separated by a space, or appears only as such a component part; (2) contains an accent mark, apostrophe, hyphen, or period; (3) is designated only as capitalized or usually capitalized; or (4) is listed only as an abbreviation or symbol.

### Winning

The winner will be the person with the highest total, and runners-up will be the entries with the next highest totals. Ties, if any, will be broken by random draw.

### Entering

Write your name and address on a postcard or a sheet of paper, and list for *each turn* the letter tiles you drew, **all** the words you formed during that turn (you don't need to explain where they were played—we should be able to figure that out), and the total score for the turn. On the postcard or the back of your envelope, you must also write your total score for all five turns and circle it. You may enter as many times as you wish, but each entry must be mailed separately. Mail entries to: **Rack Your Brains, Dept. S, GAMES Magazine, 19 West 21st Street, New York, NY 10010. Entries must be received by November 1, 1995.**

*From the Franklin Mint. Includes letter tiles embellished with 24-karat gold, raised playing board, turntable base, and mahogany-finished table with storage drawers (approximate retail value $850).

COMPUTER PUZZLE GAME

## SHANGHAI: GREAT MOMENTS

**ACTIVISION,** (800) 477-3650; CD-ROM FOR PC, $49.95

If you thought tile-matching computer games had reached a dead end (the most recent one, Shanghai II: Dragon's Eye, was published in 1991), this extravagant multimedia cornucopia should change your mind in a hurry.

In all Shanghai puzzles the object is to click on matching pairs of tiles that are arranged in a multilevel layout, thus removing them from the board. Tiles can be removed only if there are no tiles on top of them or to their left or right. Variations have consisted mostly of inventive layouts and clever tile designs. The only significant exception was Dragon's Eye, a matching game played against a computer opponent.

The designers of Shanghai: Great Moments have rethought the whole idea. In addition to the classic Shanghai, they've come up with three new puzzles. They've also included a two-player competitive mode and a tournament setting in which you play four different puzzles three times each. In addition, you can choose from a variety of layouts and beautifully illustrated tiles.

The three new puzzles are:

**The Great Wall** Here the idea is to remove tiles (by matching them as usual) from a vertical wall instead of a flat layout. Gravity forces the tiles they were supporting to drop down, which creates more matches—or, if you've been careless, fewer.

**Beijing** In this, the most strategic of the new puzzles, you can slide rows or columns of tiles to set up matches. The object is not merely to clear the board as usual (which is not hard) but to get high scores (which is not easy). Ordinary matches are worth only 2 points, but creating a match by sliding tiles is worth 20, and multiple matches really run up the points.

**Action Shanghai** This time you start with a smaller layout, but every few seconds the computer adds another tile to the bottom layer, pushing up the tiles above it and enhancing—or spoiling—your plans.

Not least of the marvels of this wonderful program are the imaginative animations and sounds that greet each match. The better your computer, the more you'll appreciate it. ■ —B.H.

FAMILY CARD GAME

## UNO HEARTS

**MATTEL,** (800) 524-TOYS; ABOUT $5 **PLAYERS** 4-8 **PLAYING TIME** 45 MINUTES

Let's face it: The classic game of hearts isn't exactly a party game, unless you *like* planning your guest lists in multiples of four. It isn't an ideal family game either, since it's too dry for most children. The hybrid game Uno Hearts is just what we needed: a hearts-based game that provides for less intense play with more players.

Like hearts, it's essentially a trick-taking game with four colors that function as suits. There are 24 cards numbered 0–23 in each color. The highest card of the color led wins the trick. You get one point for each heart you win, and 13 points should you snag the yellow 13 (the analogue of the dreaded queen of spades). The game ends when someone reaches 60 points, and the player with the fewest points wins.

To this basic game are added two Uno-like kinds of cards that contribute a quirky element of luck. Two "Pass Hand" cards make all players pass their hands to their left or right at the end of the trick in which those cards are played. The uncertainty involved encourages a certain philosophic attitude: Why get emotionally attached to your nice, safe hand when you might have to trade it for a fistful of high hearts? "Wild Draw" cards, similar to Uno's Draw Four, add even more uncertainty—in this case, of the Russian roulette variety. When you are forced to draw cards from the draw pile, they go not to your hand but to your trick pile, where they can add to your carefully nurtured low score. Is that yellow 13 still in there with your name on it?

The dependence on luck enlivens the play without straying too far from the feel of hearts. When you have a need for the pleasures of hearts but don't want to think that hard, Uno Hearts is your best bet. ■—Bridget Copley

PARTY GAME

## BIALOGUE

**RESIMONT, INC.,** (800) 787-9180; $29.95
**PLAYERS** 4-8 **PLAYING TIME** 2 HOURS

SIMPLE — COMPLEX
CHANCE — SKILL

If you like party games with a bit of strategy thrown in, try throwing Bialogue into your next party.

In each round, one player rolls a die to choose one of six words or phrases on a card, picks a partner for that round, and shows that player the card. The two then try to get the other players to guess their chosen word or phrase by describing it with a sentence. That sentence—a "bialogue"—is created on the spot by the two partners, who alternately speak one word at a time while the other players shout out guesses. Whoever guesses it first before the timer runs out advances on the board, and the successful partners each earn one tile (more about tiles below). If nobody guesses it, everybody *except* the partners gets a tile, and the partners try again.

The object is to be the first to race from the center of the board to any corner and back again. You move your token along the white squares; the black ones are off-limits and you must detour around them. Tiles work like black squares. They can be placed or removed only by the successful guesser, and can be stacked to create blockades. But tiles can also be used to *remove* blockades: one tile paid to the bank removes one tile from the board. So the question is: Should you use your tiles to block an opponent or save them to unblock yourself? Hoarding tiles is risky, since a player who lands on a corner square can claim all the tiles of any other player—a real table-turner!

Surprise endings are not uncommon, especially when a straggler reaches a corner late in the game and takes all the tiles from the player who is just about to win! The game works best with four or five players. With more, it tends to bog down about halfway through. A shorter game is possible by requiring a player only to reach a corner square without having to return to the center. ■ —Eric Berlin

STRATEGY BOARDGAME

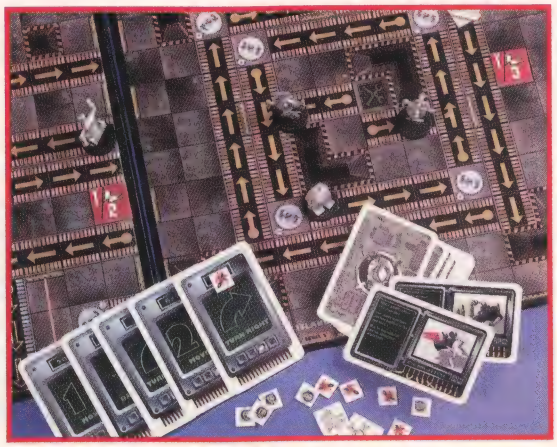
## ROBORALLY

**WIZARDS OF THE COAST,** (206) 624-0933; $34.95 **PLAYERS** 2-8 **PLAYING TIME** VARIES

SIMPLE — COMPLEX
CHANCE — SKILL

This rollicking, tension-filled game was created by Richard Garfield a dozen years before he invented Magic: The Gathering. Only after the success of that game did he decide to publish RoboRally.

It's complicated, but definitely worth the trouble. Players maneuver robots through an automated widget factory, racing over a complex route fraught with hazards. Depending on the desired game length, players arrange one to six boards to represent the factory floor. Each player's robot is placed on the starting square and everyone receives nine program cards, which are used to command the robots to turn or advance. Players each arrange five of their cards in the order in which they want their robots to carry out those commands.



The turn begins with the first of five "register phases." Players expose their first command cards and all robots carry out their orders simultaneously: robot A moves one space forward, robot B turns 90 degrees right, etc. Then, depending on where the robots have ended up, the board elements (that is, the factory equipment) take effect. "Pushers" push a robot one space. "Crushers" crush. Conveyor belts move a robot, perhaps delivering it to a gear that turns it 90 degrees or into a pit! Robots that come to rest in front of a laser suffer damage (resulting in one fewer program card next turn). Each robot is also equipped with a laser that will damage any robot it faces. "Killed" robots can be revived, but only a limited number of times.

The players' second cards are now revealed, and the plucky guys resume the race, perhaps reaching a checkpoint or a repair site. After all five register phases, the program cards are shuffled and redealt for the *second* turn!

Think ahead, get your 'bot to each flag, and be the first to touch the goal flag. Whew!

RoboRally is exciting and funny and full of surprises—and it's for *serious* gamers. ■ —John Chaneski

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# GAMES & BOOKS

VIDEO ADVENTURE GAME

## BURN: CYCLE

**PHILIPS,** (800) 824-2567; FOR PHILIPS CD-I; $59.98

FINGERS — BRAIN
JUMP RIGHT IN — READING REQUIRED

In this truly interactive movie/game, an engaging story line and compelling gameplay come together for an entertaining and challenging adventure. But be warned: This is not a game to give the kids or Senator Bob Dole. The violence is often graphic and disturbing, and there are plenty of "adult" situations and dialogue.

You are Sol Cutter, a data thief of the future. While downloading files into your neural implant, you've been infected with a deadly virus. You must find the cure—and, incidentally, save the planet—in only two hours.

Your journey of survival is the computer-game equivalent of a pentathlon, taking you through puzzlers, flight sims, and first-person shooters. Though none of these elements individually equal the best games in their respective genres, in combination they add up to an absorbing experience. Much of the fun is in learning the landscape, lingo, and technology of an alien world loaded with gadgets and intriguing characters.

The interface is simply point-and-click—the cursor helpfully changes to fit the action required (crosshairs when you need to fire a weapon, a hand when you have to pick up something, etc.). At times the controls seem a little slow to respond, but this is a minor quibble considering the great strengths of the game.

For the mature gamer looking for an exciting story with state-of-the-art production values, Burn: Cycle is a virus worth catching. It will also be available on PC CD-ROM this fall. ■ —Brian Price

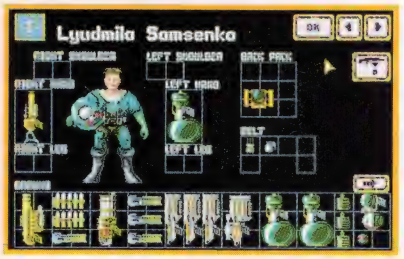
COMPUTER COMBAT GAME

## X-COM: TERROR FROM THE DEEP

**MICROPROSE,** (410) 771-1151; FOR PC AND PC CD-ROM; $48.99

FINGERS — BRAIN
JUMP RIGHT IN — READING REQUIRED

The premise of Terror From the Deep, the sequel to last year's X-COM UFO Defense, is that a giant mother ship that landed here 65 million years ago has come to life deep beneath the sea and is reviving alien warriors. Other alien ships and bases are hidden throughout the world. Fortunately, the crack Extraterrestrial Combat Unit—X-COM for short—is ready. That's you.




Small-squad combat is at the heart of the game, but first you must establish underwater bases and provide them with personnel and tactical equipment. When you make contact with an alien presence, you intercept the alien flying sub and bring it down. That's when the action begins: investigating the crash site and locating all the aliens.

In the "Battlescape" (where combat takes place), your crew is automatically armed with the best weapons. The humans move first, then the aliens, who are invisible until discovered. Expect to lose most of your squad on your first few missions.

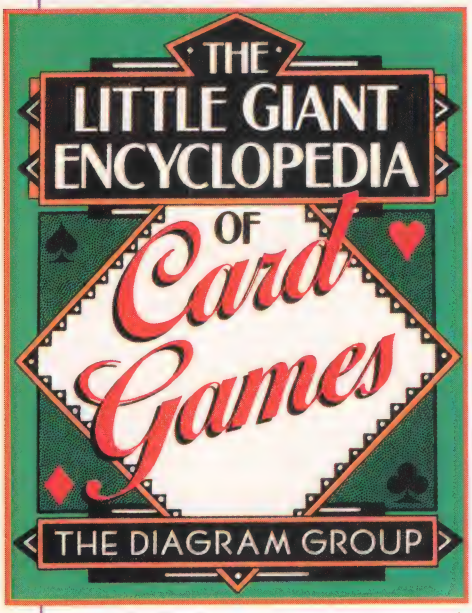
Moving your Aquanauts is the key to spotting aliens and avoiding getting bushwhacked. But effective use of weapons and fire modes, such as aimed shots and snap shots (which have different accuracy percentages), is vital for destroying the aliens. They are armed and heavily armored, and it takes more than one shot to bring them down.

The manual includes a tutorial to get you playing quickly. Later you can learn more about establishing and outfitting your bases and researching high-tech defense projects. It's important reading, because the aliens have been waiting a long time and the war from the deep has only just begun. ■ —Matthew Costello

PHOTOGRAPHS BY BUTLER & TEGNI

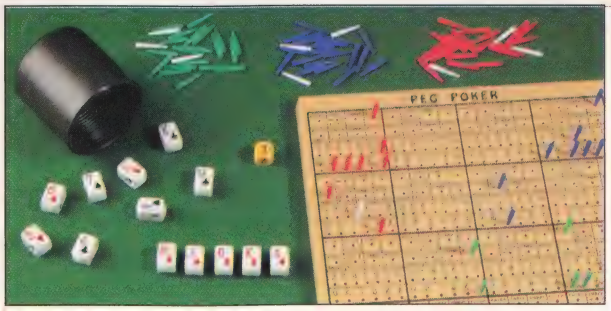
## ETCETERAETCETERAETCETERA

There's not exactly an oversupply of modern books about card games, and you can count the good ones on two or three fingers. **The Little Giant Encyclopedia of Card Games** (Sterling Publishing Co., $9.95 paperback) is a good one, thanks to its clear, concise descriptions. With more than 500 pages, it covers some 250 games, which are arranged in four categories—general card games, gambling games, solitaires, and children's games—and usefully indexed by the number of players. The illustrations are mostly helpful, but due to the small size of the pages are sometimes hard to make out.




Puzzles and games by the Finnish inventor Ilkka Heino have been entertaining Europeans for years. Now it's our turn. **Labyrinths and Number Mazes** (St. Martin's Press, $12.95 paperback) exhibits his remarkable imagination in a collection of black-and-white puzzles ranging from easy to why bother. It's a treat for the eye and the mind.

In April we recommended David H. Li's *Kriegspiel—Chess Under Uncertainty*. His new book, **Chess Detective** (Premier Publishing Co., Box 341267, Bethesda, MD 20827; fax (301) 469-7051; $12.95 + $1.55 postage) further elucidates this fascinating but inexplicably little-known game of strategy, bluff, and logical deduction. Li's detailed explanations, presented in a breezy conversational style inspired by the Socratic dialogues, are a pleasure to read. ■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# SPIELEN SIE DEUTSCH?

## A Mini-Survey of German Boardgames

by RAY PFEIFER

A few years ago, some friends were raving about a couple of German games and persuaded me to try them. The games were *Adel Verpflichtet* (reviewed in GAMES, June 1992, and now available from Avalon Hill as By Hook or By Crook) and *Die Macher*. They opened my eyes. Since then I've played more than a hundred German games (though *Adel Verpflichtet* is still my favorite) and have learned to appreciate the distinctive characteristics of the best of them: the high-quality components, the clarity and focus of the game concept, the ability of the designer to get the players immediately involved, and especially the emphasis on strategy. Although these games are not hard to learn, to play them well requires logic and reasoning ability.

Here are four of my recent favorites, along with some places where you can buy them. Each title is followed by an idiomatic English translation, the approximate price you can expect to pay for the game in the U.S., and the German publisher.

**Auf Heller und Pfennig** ("To the Last Penny"; $40–$50; Hans im Gluck) is by the prolific designer Reiner Knizia. The board (shown above) is a 5x6 grid representing a medieval marketplace. Two to four players each receive a number of market stalls of different values and one randomly chosen tile. The remaining tiles are placed facedown near the board. On your turn you place either a stall or your tile on one of the grid squares, or draw and place a new tile. Positive tiles represent customers (who add to your profits); negative ones represent thieves and beggars (who do the opposite); and there are several special tiles that affect the scoring. The game is played in three rounds, after each of which the board is cleared. Your score each round is the net value of the positive and negative tiles in each row and column multiplied by the value of your stalls in those rows and columns.

The game requires patience and careful planning to play well. Placing a high-value stall too early in a round is sure to provoke opponents into placing negative tiles where they'll do you the most harm, and high-value stalls played in the first round cannot be used in later rounds. The lead can change fast, and don't be surprised when the last-place player grabs a sudden victory by a clever placement in the final round.

**6 Nimmt** ("6 Takes"; $10+; Amigo) is a quick, thoroughly enjoyable card game by Wolfgang Kramer in which the object is to avoid taking cards. The deck consists of 104 cards numbered from 1 to 104 and containing from one to seven cattle heads (there's a reason they're cattle heads, but it's too involved to go into here).

Everyone gets 10 cards; four others are laid faceup on the table to begin four columns of overlapping cards. Each turn, players choose one of their cards and reveal their choices simultaneously. Starting with the lowest number, each card is added to the topmost card of one of the columns on the table, but only to the nearest lower number among those cards, and it becomes the new high card in its column. If a played card is lower than all the top cards and thus can't be placed, its owner takes any column and starts a new column with the played card. Whoever plays the sixth card in a column must take that column of five. Again, the card played starts a new column. The cattle heads on taken cards are tallied at the end of each round. When somebody has 66 of them, the game ends and is won by the player with the lowest score.

The game is for two to ten players. With three or four it's almost completely a game of strategy; with eight to ten it's a truly hilarious game of luck.

**Was Sticht?** ("What's Trump?"; $18–$20; Moskito), by Karl-Heinz Schmiel, is a deck of 36 cards ranging in value from 1 to 9 in each of four color suits. There are also 24 task tiles. The unique aspect of the game is that all 36 cards, instead of being initially dealt to the players, are placed faceup in columns of four. Each round, the dealer randomly chooses two special cards that determine the number trump and the color trump and keeps that information hidden. Number trump beats color trump, and the unique card that is both number and color trump beats everything. The other players each choose five tasks of different types—for example, taking a specified number of tricks, the most tricks, the

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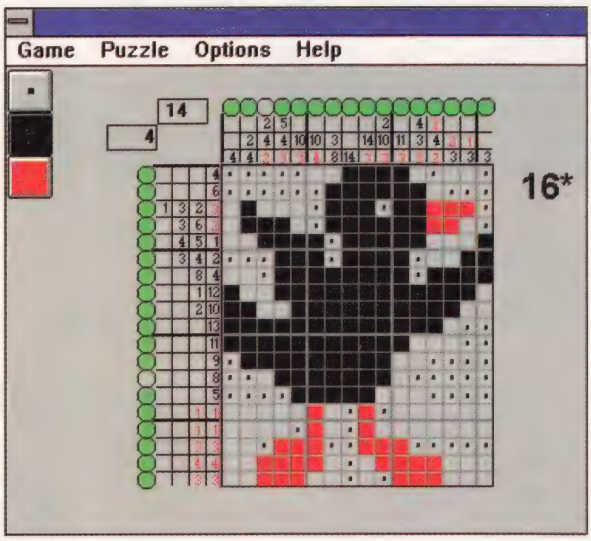


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fewest tricks, no tricks, no tricks containing red cards, the final trick, etc.—and decide which of them to attempt each round.

Players begin by drawing cards from the first column of four. The dealer then announces who would have won the trick had the first player led the selected card instead of picking it up. As players continue to draw cards from one column at a time, the dealer continues to provide similar information. When all the cards have been chosen, the dealer reveals the trumps. The players now play out their hands and try to accomplish their chosen tasks.

The fact that the dealer knows what trump is from the very beginning is offset by the fact that he does not choose a task of his own. He must instead accomplish a task chosen by one of the other players while trying to prevent that player from accomplishing it.

The most popular game by far at this year's invitation-only Gathering of Friends in Connecticut, and the best game I've played since I discovered *Adel Verpflichtet*, was Klaus Teuber's **Die Siedler von Catan** ("Settlers of Catan"; $45; Franckh-Kosmos). This is a strategic trading game played on large hexagonal tiles that are assembled to represent an island. The tiles are hexagons representing any of five terrain types (forest, pasture, farmland, hills, mountains) that produce five

kinds of raw materials (lumber, sheep, grains, bricks, ore). Small tiles numbered from 2 to 6 and from 8 to 12 are randomly distributed among the hexagons.

Players begin by placing two of their settlements (little Monopoly-type houses) on the intersections of three large tiles, and two road segments along the borders. Each player in turn then rolls two dice to determine which hex or hexes produce goods that turn (a 7 enables the player to place a "thief" token on any hex and temporarily shut down production there). A player with a settlement on

those hexes gets one raw material card of the appropriate type. Certain combinations of cards can be traded for others that are needed to build cities (bigger houses) or add road segments.

The winner is the first player to amass 10 victory points. Each settlement is worth 1 point and each city is worth 2. In addition, the player with the longest road gets 2 points, as does the player with the most knights (these are cards randomly drawn at various times from a deck that also includes extra victory points). Many different strategies are possible, and because of the random tile placement, number distribution, and card deck, the game is different every time you play.

These and other German games are finding larger audiences in this country. If you're interested in trying them, here are some sources. Prices and availability will vary, so you should check more than one source. Unless you read German, make sure game rules are available in English.

**R and D Games**, a mail-order supplier at 6400 Baltimore National Pike #128, Baltimore, MD 21228, phone (410) 744-4195, e-mail RANDD@ix.netcom.com. **Games People Play**, a retail store at 1105 Massachusetts Ave., Cambridge, MA 02138, phone (617) 492-0711. **Gamespace**, a retail store at 333 Divisidero, San Francisco, CA 94117, phone (415) 621-4263. **Phantom of the Attic**, a retail store at 214 S. Craig St., Pittsburgh, PA 15213, phone (412) 621-1210. When in England, check out **Just Games**, a retail store at 71 Brewer St., London W1R 3FB, or phone (from the U.S.) 011-44-71-437-0761. ■

*Ray Pfeifer is the owner of R and D Games.*


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# CONTEST RESULTS

FROM JUNE

## A RAINY DAY ARRAY

The object of this contest was to arrange 12 pop-out pieces that had black and red umbrellas on them into a square so that each lady (red umbrella) was "escorted" by exactly two gentlemen (black umbrellas). In other words, each red umbrella had to be part of a black-red-black threesome in a straight line. We had intended one rule—which stated that "each gentleman escorts exactly one lady"—to require that no gentleman be *next to* two or more ladies. Most of the 2,200 entries (including the grand prize winner) interpreted the rules this way, but since we weren't as explicit as we could have been, we accepted answers that didn't follow this implied rule.

Even following the more restrictive rules led to alternative answers. The winning entry, shown below, can have either its three upper-left pieces or its three upper-right pieces (or both sets) exchanged with the alternate placements shown. This leads to four possible arrangements, each of which can be reflected and/or rotated eight ways for a grand total of 32 possible solutions.

Some contestants interwove the pieces to make a five-by-five square that met the laxer reading of the rules. This wacky method of solving would have earned its author a prize had any been chosen in the random draw tiebreaker, but none were.

The grand prize winner of $1,000 worth of puzzles, books, and games from the Spring 1995 Bits & Pieces catalog is Francine Speaker of Oxon Hill, MD. Her entry was chosen at random from the acceptable entries. Runner-up GAMES T-shirts go to the following, all of whom followed our intended rules: Lori Authier, Garden City, KS; Martha Bendixen, King Cove, AK; Don Busenbark, Roosevelt, UT; V.A. Gardner, Lake Hughes, CA; David Graham, Honolulu, HI; Pat Lawrence, Troy, MI; Drew Nolosco, East Rockaway, NY; Bill Punshon, Asheville, NC; Marge Raskopf, Greenville, NY; and Elisha Wiesel, New York, NY.

In the process of selecting our random winners, three entries were chosen that followed the letter of the rules, but not the spirit, by having some black umbrellas adjacent to more than one red umbrella. Since we didn't want to disqualify them on a technicality, but also didn't feel it was right for these entries to take away spots from contestants who followed the intended rules, we are awarding them bonus prizes. GAMES T-shirts also go to: Rob Fredericks, Houston, TX; Susan McGarry, San Juan Capistrano, CA; and Mike Quist, Clinton, NY. —Peter Gordon

FROM JUNE

## CARTOON REBUSES

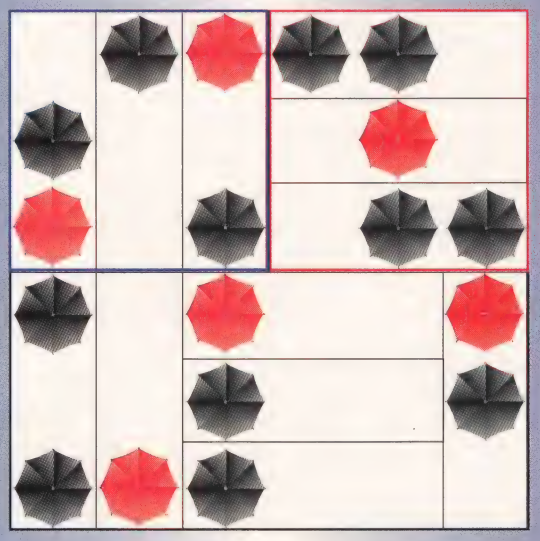
Fourteen cartoons by Kimble Mead served as the basis for the latest batch of Cartoon Rebuses. As always, readers phonetically combined words, letters, objects, and other items implied in the scenes to get answers that fit the given categories. Nearly all of the 6,400 entries had the correct answers. They were:

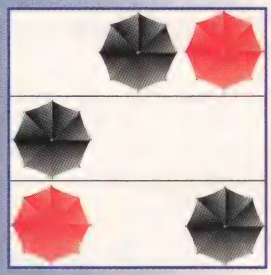
1. Gordie Howe (gore-D-how)
2. Dr. Quinn (dock-Turk-win)
3. Coffee cake (cough-eek-ache)
4. Napa Valley (nap-of-alley)
5. *Lonesome Dove* (loan-summed-of)
6. Ellen DeGeneres (ell-end-a-generous)
7. Treaty of Versailles (tree-tea-of-verse-I)
8. *Romancing the Stone* (row-man-sing-thus-tone)
9. Jimmy Dorsey (jimmied-or-C)
10. "Wake Up Little Susie" (way-couplet'll-sue-Z)
11. Reeboks (rebox)
12. José Carreras (hose-acre-heiress)
13. *Mighty Morphin Power Rangers* (my-team-orphan-pow-arrangers)
14. Theodore Dreiser (thee-adored-rye-sir)

We also accepted "Cherry cake" (chair-eek-ache) for number 3.

The grand prize winner of $500 is Janice Holtman of Jeffersonville, Indiana. Her entry was chosen at random from the correct ones. Runner-up GAMES T-shirts go to: Carole Alaimo, Corona, CA; Ann Barker, Redding, CA; Dr. & Mrs. C.B. Dissinger, Lakeland, FL; Ian Facey, Waterloo, Ontario; Michael Gee, New York, NY; Mike & Carole Greco, Minneapolis, MN; Valerie Cheryl Kaplan, Potomac, MD; Mary Beth Paige, Palatine, IL; David Pearson, Tucson, AZ; and C. Sambuchino, Erie, PA. —Peter Gordon

**THE WINNING ENTRY**





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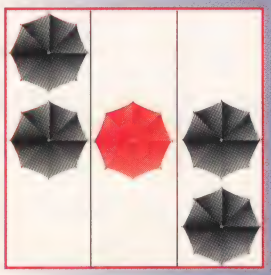

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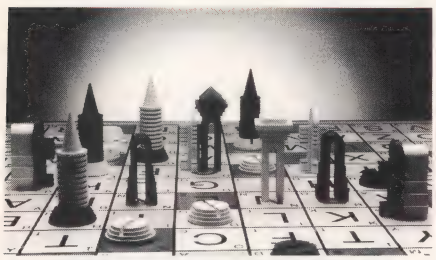

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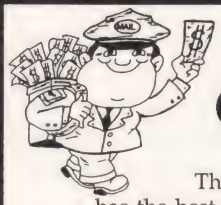

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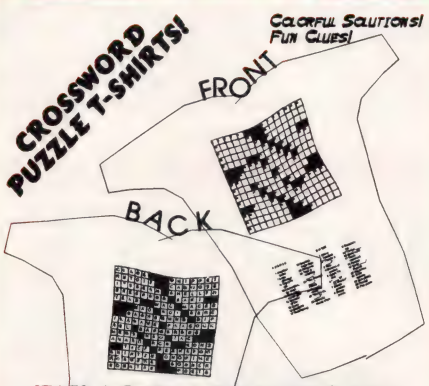


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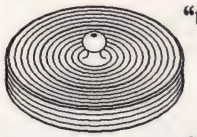

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# WILD CARDS

edited by peter gordon

TEASERS

## MORE IS LESS

What common three-syllable woman's name can have the letter C inserted somewhere in the middle of it to make a common two-syllable woman's name?

—Peter Gordon

TEASERS

## GETTING PERSONAL

Can you think of two three-letter words that differ by only one letter and that are homophones of opposites? If you can't get it, try working on it during the wee hours.

—Robert Leighton

IN OTHER WORDS

## PIDGIN 101

A pidgin is a simplified language used by people who don't have a language in common. But you don't need to know pidgin to take this test. Using similarities of sounds and other clues, just match the 15 Hawaiian Pidgin words (1–15) with their English translations (a–o) and see if you aren't surprised at just how much Hawaiian Pidgin you know.

1. *by-um-by*
2. *cheeken skeen*
3. *dala*
4. *fah out*
5. *humbug*
6. *joonya*
7. *mo' better*
8. *no huhū*
9. *one noddah*
10. *scoah*
11. *shave ice*
12. *sleepahs*
13. *stink-eye*
14. *talk story*
15. *ways' time*

a. after a while
b. another
c. dirty look
d. don't get upset
e. good-for-nothing
f. goose bumps
g. gossip
h. marvelous
i. money
j. nuisance
k. snow cone
l. son
m. superior
n. thongs
o. victory

—Ruth Freedman

LOGIC

## WEDDING DAZE

Bringing women into the orders of Toads, Foxes, and Chameleons was a major leap into the '90s. Toads always tell the truth, Foxes always lie, and Chameleons tell the truth and lie whenever they choose. Four marriages among the clubs have everyone a bit confused. We know that among the couples there is at least one man and one woman from each club. Can you match the four men speaking below with their clubs, occupations (doctor, farmer, salesman, and teacher), wives (Rita, Sarah, Tina, and Ursula), and wives' clubs?

Leo:
1. No man married a woman from his own club.
2. Nick is a Chameleon.
3. Exactly two of the brides are Toads.
4. Patrick isn't a Toad.

Melvin:
5. The teacher and Leo's wife are in different clubs.
6. Leo is a Fox.
7. Rita isn't a Fox.
8. Patrick isn't in my club.

Nick:
9. Patrick isn't a Fox.
10. Leo isn't in Patrick's club.

Patrick:
11. The salesman is a Fox.
12. Ursula didn't marry the doctor.
13. Leo didn't marry Tina.
14. Melvin is in Nick's club.
15. I am the farmer.

—Mark T. Zegarelli

WORDPLAY

## SPLIT WORDS

While splitting infinitives is a no-no, splitting words is a necessity for completing this puzzle. Fill in the blanks in the sentences below so that the first two words combined make the third word. For example, given "The prime minister _____ the meeting, even though the _____ was technically the _____ official," you would fill in RAN, KING, and RANKING.

1. If you can't find a _____ in the cupboard, _____ looking in the _____.
2. I _____ so _____ to his antics that I am no longer _____ by them.
3. _____ of my loans were rejected by the banks because I _____ more than they _____.
4. I checked the _____ for the store where I bought this cocktail _____ to find the _____.
5. If Joy doesn't reduce the amount of _____ she takes in, she'll start to look like _____ overweight _____.
6. If there is not enough light to _____, _____ _____ the lamp.
7. _____ of the ornithologists' group went up on the mountain _____ to observe the _____.
8. The best card counters are often young _____ who can _____ large numbers _____.
9. Make sure the coffee maker is _____ and the _____ machine is empty before leaving the _____ for the long weekend.
10. When he broke his _____ showing off at the _____ of the ski run, Joey became a _____ among his friends.

—Steve Miller

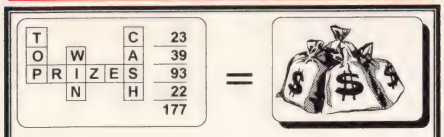
ILLUSTRATION BY DARRYL LIGASAN

ANSWERS, PAGE 47

Advertisement

# CLASSIFIEDS

## PUZZLES

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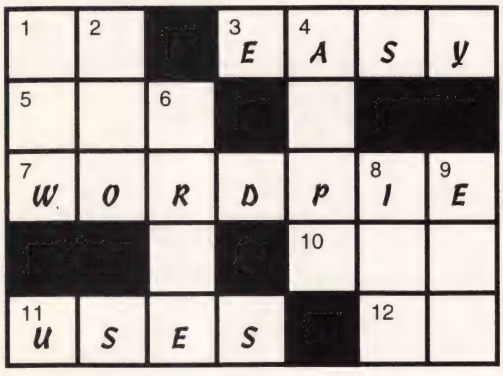


**Across**
1. So, la, __.
3. Crossworks is ____ to use.
5. To be in debt.
7. The Crossworks company.
10. Cul de ___.
11. Crossworks has many ____.
12. Negative.

**Down**
1. Pull.
2. ___ Jima.
4. Snakes.
6. A Great Lake.
8. A British name.
9. Ecology, abbv.

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# WILD

FOR THE RECORD
## STAYING IN CHARACTER

Apparently, it's easier for television sitcom actors to remember their lines when they don't have to remember their characters' names. We can think of 12 characters, all leading roles currently on prime time broadcast TV, that have the same first names as the actors and actresses that play them. First-class solvers should be able to name seven or more of the first names.

—Lou Kesten

TRIVIA
## TITLE MATCH

Match the movies below (1–15) with the titles that they had at some point during their productions (a–o). Only movie buffs will get 10 or more.

1. *Close Encounters of the Third Kind*
2. *The Doors*
3. *Dumb and Dumber*
4. *E.T. The Extra-Terrestrial*
5. *Far and Away*
6. *For Love or Money*
7. *Honey, I Shrunk the Kids*
8. *It Could Happen to You*
9. *It's a Wonderful Life*
10. *Mr. Baseball*
11. *Point Break*
12. *Pretty Woman*
13. *Sister Act*
14. *Striking Distance*
15. *While You Were Sleeping*

a. *A Boy's Life*
b. *Coma Guy*
c. *Concierge*
d. *Cop Gives Waitress $2,000,000 Tip*
e. *The Greatest Gift*
f. *The Irish Story*
g. *Kicking the Habit*
h. *A Power Tool Is Not a Toy*
i. *Riders on the Storm*
j. *Riders on the Storm*
k. *Teenie Weenies*
l. *Three Rivers*
m. *$3,000*
n. *Tokyo Diamond*
o. *Watch the Skies*

—Eric Berlin

HALL OF FAME

## TRIPLE DOUBLES

We've removed all the letters in the 14 celebrity names below except for three sets of double letters in each. Can you figure out who they are? Getting 9 or more makes you a reaLLy gOOd puZZler.

1. __LL __SS_LL
2. __RR_LL _'__NN__
3. _MM_TT __LL_
4. _NN_TT_ _____LL_
5. _EE _EE _EE__
6. _____LL __MM_TT
7. __MM_ __FF_TT
8. __LL_ _EE __LL____
9. __SS _LL__TT
10. _DD__ __BB_TT
11. ___NN_ ___SS__LL__
12. _____LL_ __SS_LL___
13. __NN __LL_TT_
14. __OO_ __GG_ __GG

—Leslie Billig

NUMBER PLAY

## ODD-ITION PROBLEM

Matthew lives on the odd-numbered side of a street of identical town houses. Numbers of adjacent houses differ by two. Instead of remembering his own house number, he gets home by adding up the house numbers, beginning with 1, and when he gets to a certain number that he has memorized, he knows that the last house number added is his own.

Matthew recently entered his street from the opposite end. As usual, he added up the house numbers, starting this time with the one at the high end of the street. Coincidentally, when the sum reached the number he had memorized, he was at his own house.

(As an example, if Matthew lived at house 7, he would memorize the number 16, which is 1 + 3 + 5 + 7. He would end up at his own house walking the other way if the high-end number were 9, since 9 + 7 = 16.)

Given that Matthew's house number has two digits, can you determine what number it is?

—Guney Mentes

ANSWERS, PAGE 47


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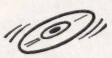

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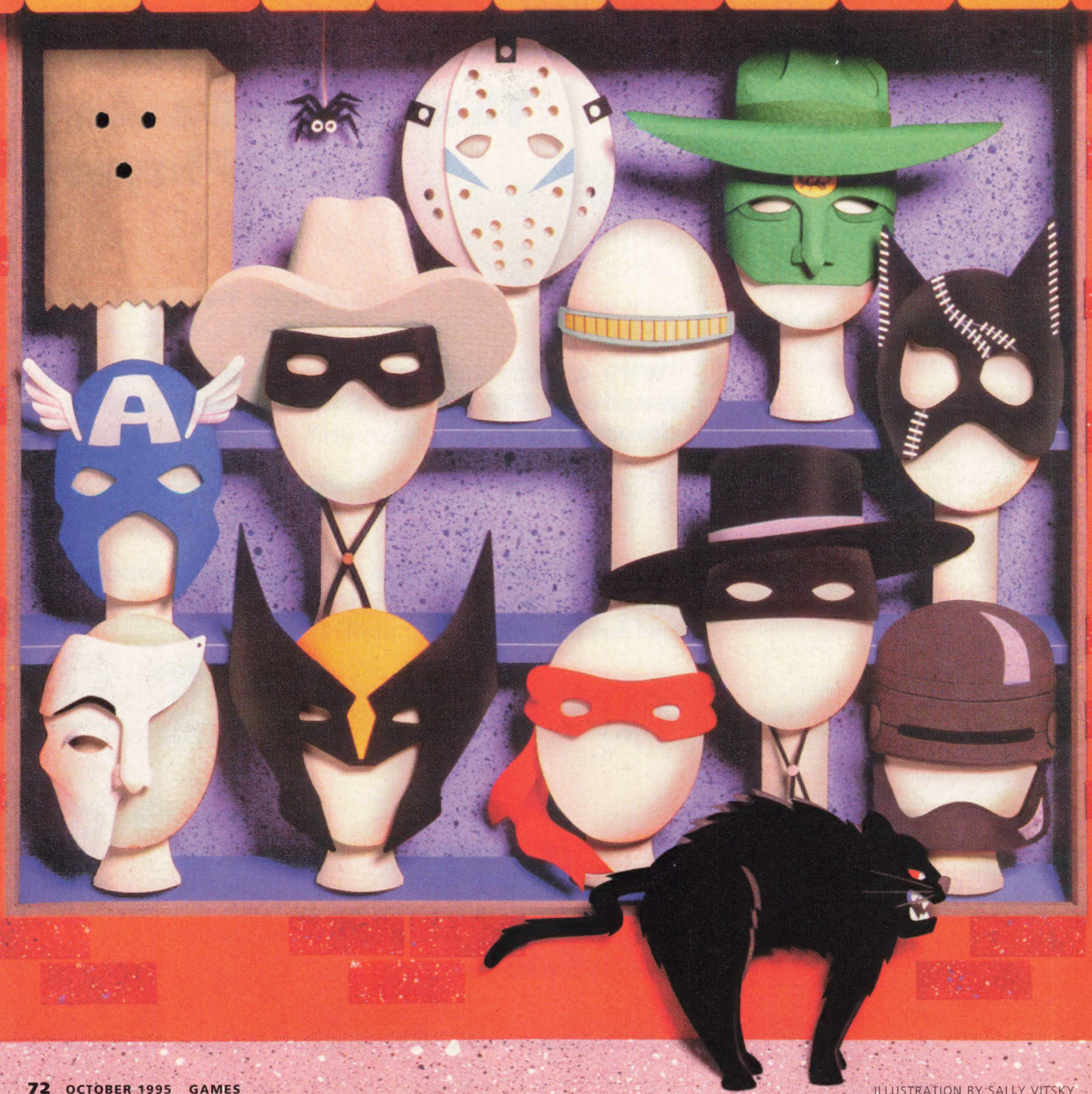
# MASK-ARRAYED

BY MARGOT SEIDES

Who *was* that masked person? The costumes on the bare-faced heads at the mask market below are for trick-or-treaters who want to dress up as one of 12 well-known characters whose faces are always more or less obscured. If you can identify eight or more, you're a mask marvel!

ANSWERS, PAGE 47

★☆

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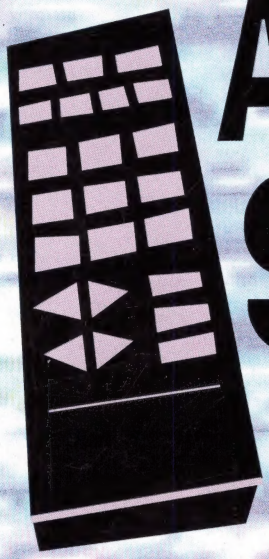

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